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The Roleplaying Game

Second Edition



The Drakh

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THE DRAKH

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Transcript of Interrogation #3 of Subject 5333-2/C.

Present: ISA Interrogator (I), ISA Intelligence Chief Tessa Holloran (T), Subject D (D).

March 1st, 2278. 0343 Standard Time.

I: Begin recording. Computer, log date and time.

T: Are you going to be co-operative this time?

I: They never talk. The Centauri have handed over dozens of captured Drakh and they all just –

D: *....I....talk...*

T: Why now?

D: *...you...are close to him. To...Sheridan...You will carry our words...to him...*

T: Our words? Who am I speaking to?

D: *...Drakh...We are Drakh...*

I: The Rangers say they're all telepathically linked, that what one of them knows, they all know.

T: I see.

D: *...tell Sheridan...that we shall destroy him...that we shall destroy his home...as he destroyed ours. All that he has built....we will tear down...All that he loves...we shall...defile...*

I: Destroy us? Like you tried to poison Earth back in '66? We beat you then, and the Centauri just kicked your scaly asses off their world too! What are you going to do, bleed on us?

D: *...we exist...in the dark between the stars... we have seen...a thousand civilisations rise...and fall. We are older than you, older than...Minbari. The Shadows...taught us much... You sting us like insects...and congratulate yourselves when we flinch...not seeing that our other hand...is at your throat...*

T: That's what I'm supposed to tell Sheridan?

D: *He is your heart...your master. When he dies, the...light departs your little alliance... You will turn on each other...like wild things when we...whisper.... Tell him...that all he has built will crumble...when we return...*

T: I see. And this is a message from all the Drakh, yes?

D: *I speak...with the voice of the Entire. This body you have caught...is nothing. Another one will be grown...in the Templeships...*

T: Well, I've got a message too. Pay attention – I want to make sure all of you Drakh understand.

D: *...speak to the abyss...and it will speak back to you...*

T: You hurt us in '66, and you set Centauri Prime on fire. You've prolonged the evil of the Shadows long after they gave up and went home–

D: *...home...*

T: –and you've caused the deaths of millions. Enough. It's over. We are coming for you, and we're going to blow every one of your ugly ships out of the sky.

D: *How...will you find us? Fools...*

T: Remember the Vorlons? They left us a little something to help take care of you. Get the telepath in here, now!

Recording Ends.

THE SHADOWS HAD ALLIES AND SERVANTS, AND THEY DID NOT LEAVE WHEN THEIR MASTERS WENT AWAY. THE DRAKH WERE THE FOREMOST OF THESE SERVANTS, PRINCES OF DARKNESS WHO NOW HOPE TO CLAIM THE THRONE LEFT EMPTY BY THE FIRST ONES. SHERIDAN AND HIS CRUSADE DESTROYED THE DRAKH'S HOLY WORLD OF Z'HADUM. NOW, THEY WILL HAVE THEIR REVENGE, ONE WAY OR ANOTHER.

INFINITELY PATIENT, WITH THE SLOW CUNNING OF SPIDERS, THE DRAKH PREPARE THEIR REVENGE. FROM CENTAURI PRIME TO MINBAR, FROM THE BRUTAL ALL-OUT ATTACK ON EARTH WITH A DEATH CLOUD TO SUBTLE INTRIGUES AND CONSPIRACIES ON BABYLON 5 ITSELF, THE DREAD HAND OF DARKNESS REACHES OUT TO TEAR DOWN A THOUSAND WORLDS.

THE SHADOWS ARE GONE. THEIR EVIL WORKS LIVE ON...



A HISTORY OF THE DRAKH

The Drakh are a middle-born race, older even than the Minbari. They have been servants of the Shadows for half a million years. To the Drakh, the Shadows were gods, masters of the cosmos whom it was right and just to serve. The Drakh followed their masters loyally and with utmost dedication for aeons. They were custodians and priests of the darkness, watching over the Darkness while the Shadows slept. In return, the Shadows preserved and exalted their servants, gifting them with technological wonders and powers millions of years in advance of anything the Drakh could conceive of. The Drakh were reborn as princes of the darkness, second only to the Shadows themselves.

It was all a lie.

The Bright Homeworld

The future is always born in blood and pain. Think, then, of the billion possibilities inherent in any moment of time, of the infinite branching paths of fate that extend forwards from this second. Think, then, of just how much blood and pain the universe demands for all those possible futures. Measure that against all the sacrifices we have made, and rejoice in how fortunate we were!

—Translated from the Drakh histories

According to the most ancient histories of the Drakh, they once ruled a galactic empire in a time before memory. In that ancient time, they warred with races that are long since dead or gone, walking among the stars in vast ships of shining light. In those legends, the Drakh are reavers and conquerors, claiming a thousand worlds as plunder and destroying inferior races. Few of the Drakh pay much attention to these tales any more, but they are still told to the children crowded onto the clanships and Templeships, tales of an earlier, brighter age.

In that time, there was a great war between light and darkness, between order and chaos. The Drakh contested with the other races, fighting and killing and dying as they navigated their own path between darkness and light. They were not servants of the Vorlons, but neither were they allied with the Shadows. Like most of the other races, they were simply fighting to survive in a galaxy on fire. One of the most powerful races in this era was a species called the Yithri, opportunistic scavengers who stole a vast portion of the galaxy and threatened to conquer the Drakh empire.

The Drakh destroyed the Yithri with a cunning plague, wiping out the entire race.

This angered the Vorlons, who were furious at having their carefully laid plans ruined by the impudent Drakh.

The Vorlons sent a fleet to Drakh space. First, the Vorlons methodically hunted down every Drakh warship and blew it out of the sky with bolts of bio-electric death. Then, they destroyed every other Drakh vessel capable of space flight. They turned their weapons on the planets below, searing every Drakh colony into ash and dust.

Then, they turned on the Drakh homeworld itself, pounding it from orbit until it was nothing but broken rock. The Drakh race, all 15 billion of them, were wiped out by the Vorlons. They all died, another race consumed by the eternal conflict of light and darkness, weeded out because they were not strong enough to survive the firestorm.

All but a handful.

The Grey Homeworld

The gods made Draas to prepare the faithful.

—Translated from the Drakh histories

In those last, terrible hours, when Vorlon attack cruisers hung in the dust-choked skies and lashed the burning land with energy beams and missiles, a single Shadow vessel landed and took a few hundred Drakh refugees on board. It fled as soon as it was detected by the Vorlons, vanishing into the darkness.

The ship placed the surviving Drakh in stasis, where they slept for uncounted centuries as the living Shadow vessel hid in the darkness between stars. The galaxy moved on; races rose and fell and all those who remembered the name of the Drakh died while the few survivors slept. When the Shadows were ready, they commanded the ship to travel to an obscure planet on the Rim, quite close to their homeworld of Z'h'dum. There, on the world of Draas, the Drakh were reawakened and reborn.

Draas was a dying world even then. Its previous inhabitants had built a great civilisation there for a time, but had polluted the planet and changed its environment so much that its entire ecology was collapsing. The Shadows had adjusted the planet's life just enough to keep it from tipping over the edge, but it was still incredibly harsh. The Drakh survivors had lost all their technology and most of their culture and civilisation as they fought to survive in those early generations. They eventually degenerated into savagery. Bands of warriors roamed the rotting

savannas and forests of Draas, fighting for control of the scanty patches of viable farmland.

Five hundred years after landing, the Drakh population had grown to almost a hundred thousand, but famine and disease were rife. Their level of technology had plummeted from spacefarers to barely being able to work iron, and the government that had been set up after their reawakening had splintered into three dozen warring clans. The wisest of the Drakh could see the inevitable destruction of their species, but were powerless to stop it.

The black ships returned.

The Age of Temples

That which claims to be god cannot be god. God cannot be spoken of.

—Translated from the Drakh histories

Under the terms of the Shadows' rules of engagement, dominating the lesser races through religion was forbidden. Therefore, the Shadows were careful not to force religion onto the Drakh – unlike the Vorlons, the Shadows never claimed to be angels or gods. They just provided the Drakh with what they needed to survive. The black ships brought new technologies to regenerate the dying ecology, food to feed the starving Drakh, medicine to stave off diseases and other, more dangerous gifts.

Great temples were carved into the ancient, weathered mountains of Draas, and in each temple dwelt a single Shadow. Each of the tribes built a temple for their new master, for their new god-who-was-not-a-god. The Shadows never claimed divinity, but it was willingly bestowed on them by their Drakh worshippers.

With the bounty given by the Shadows, the Drakh thrived as well as any race could in such harsh conditions. The tribes battled against each other, clashing for control of the few fertile lands on Draas and for the amusement of their masters. The Shadows allowed the Drakh to slowly rebuild their technology, but at a measured pace. The Drakh had to learn to be resourceful, making do with almost nothing. The priests of the temples instituted breeding programs, taking the sickly native animals of Draas and selecting them for strength and stamina. They did the same with the Drakh population, creating different breeds of Drakh for different purposes. The Drakh's comfort with and integration of organic technology into their ships, daily lives and even own bodies stems from this time.

These practices are all far closer to Vorlon techniques than those of the Shadows. Draas was a learning experience for the Shadows, as they studied the teachings of their hated rivals and inflicted forms of them upon the Drakh. To the Shadows, the Drakh were already a moribund race, who were dead in terms of the Shadow's belief in evolution through conflict. Therefore,

the Shadows could do as they wished to them. The Shadows pushed the Drakh, just to see how much hardship they could survive.

Of the 30 or more clans that had grown out of the initial group of survivors, about a dozen survived the Age of Temples. When a clan was destroyed, its central temple was claimed by another clan; the largest and most successful clans then had several Shadows as patrons. The Shadows increased their involvement with the Drakh, altering their biology using surgery and retroviruses. The already distinct castes and breeds of Drakh now became so radically different from each other as to be almost different species. The Drakh willingly accepted all these hardships and indignities – they were the will of the gods.

One of the modifications made to the Drakh involved giving them a form of telepathy. The Vorlons had begun to use telepaths as weapons against the Shadows, so the Shadows were seeking a countermeasure. Initially, they hoped to use the telepathic Drakh as control components for their warships that would be immune to telepathic interference, but the Drakh minds proved too alien and insular to make good telepaths. The Shadows abandoned the experiment, only to discover in a few generations that the Drakh had embraced telepathy as a gift from the gods. Using their mastery of eugenics and breeding, the priests managed to introduce group-mind telepathy into all Drakh. This allowed clan-wide decisions to be made rapidly, as well as giving Drakh warriors the edge on the battlefield against non-co-ordinated enemies. The Shadows were pleased at the Drakh's adaptability, and aided the priests in their work. Telepathic control became the primary means by which the Drakh interacted with their work animals and other pieces of Shadow-derived organic technology.

Such pliable, willing, unimaginative servants could never be a part of the chaos that defined the Shadows. To be truly allies of the Shadows, the Drakh would have to be broken one more time. The Shadows had already given the Drakh a second chance at survival, a second chance to be strong. Now, the time was coming when the Drakh would have to learn to both love and hate the darkness. First, though, they needed to go to the stars.

The Emptiness

'Only those who dwell in the emptiness between the stars can truly appreciate the beauty and fragility of life in this universe. Little specks of colour, clinging to pebbles, in the infinite night. The oceans are like dew to our eyes, there for but a moment before vanishing in the heat of the expanding sun. The atmosphere is just a thin wisp of hydrogen and oxygen, which will blow away in a heartbeat. How can we not want the best for something so precious? How can we not want only the best and the brightest to enjoy such a rare bounty as the galaxy?'

—Translated from the Drakh histories

The Shadows permitted the Drakh to recover the technology of spaceflight. At first, the Drakh used this technology only sparingly. They set up a web of satellites around Draas, to monitor the continuing ecological collapse of the planet. They also sent weapons into orbit, as the surviving clans clashed over the shrinking fertile zones.

Less than a century after the Drakh first returned to space, their sensors detected a derelict space vessel passing through the outer reaches of their solar system. In an instance of truly cosmic irony, this vessel turned out to be one of the ancient Yithri Guildships, from the race exterminated by the ancient Drakh thousands of years earlier. The massive guildship was over sixty kilometres long, a floating world of a hundred thousand corpses. The Shadows took the appearance of the guildship as a sign of chaos, and vanished from Draas. The high priests came to the temples' inner sanctums and found the black thrones empty. The gods had gone back to the stars.

Under the guidance of the Drakh priests, the clans were united by a common purpose. For the first time, the clans merged their telepathic group-minds into a single racial mind, the Drakh Entire. The Drakh Entire initiated a crash program to design and build ships capable of reaching the derelict before it fell into Draas' red and swollen star. Under normal circumstances, this would be an insurmountable challenge for a race at that level of technology. The Drakh had not managed a single interplanetary mission – now, they intended to send a massive salvage mission to a fast-moving derelict as it flashed from the outer reaches of their system into the searing heat of the inner planets. Few other races could have managed it, but the Drakh had learned to endure hardship and to make do with scant resources.

None of the Drakh who flew on that salvage mission would live more than a few months after it was completed – to get to the ship on time, the Drakh chose not to include radiation shields in their salvage vessels. They sacrificed themselves for the good of their race. The salvage vessels caught up with the derelict inside the orbit of the first world of the Draas system, and they managed to reactivate the derelict's engines, changing its course so that it swung around the star and ended up in a semi-stable orbit around Draas. When the derelict arrived at Draas, there were another four hundred corpses on board to add to the thousands of long-dead Yithri husks.

The Drakh learned many things from the Yithri derelict. One key technology they did *not* learn was hyperspace travel – the vessel's jump engines had been damaged by some other looter in the millennia that the ship had drifted. Still, the derelict was immensely valuable to the Drakh. It taught them how to design large-scale ships, how to build new power generators and computers, artificial gravity and new forms of sensors.

Soon, the Drakh added these new sensors to their planetary satellite network, and discovered that no matter what they did, life on Draas would be impossible within three generations.



Pilgrimage

'The path to heaven is paved with skulls.'

—Translated from the Drakh histories

One of the clans, the group centred around the northern temple of Makal, argued that with careful breeding and conservation, the Drakh could still survive on Draas. The other clans chose to leave, and began to construct their own space arks. Draas was located out on the Rim, where the stars are thin and far between; it was twelve light years to the nearest star, and that was a harshly flaring blue dwarf that could never support any life. Without hyperspace technology, the Drakh would have to travel the entire distance in realspace, a journey that would take *centuries*. Each clan's space ark was designed as a generation ship. There was only one problem.

Draas was without the mineral resources to build enough generation ships for all the clans. The Last Drakh War wiped out five of the surviving clans, as the Drakh clashed over the last of Draas' resources using all the weapons they had taken from the derelict. Some of the Drakh looked up as the skies burned and orbital weapons lashed their cities, and felt an eerie shiver of primal nostalgia as the second Drakh homeworld was destroyed, this time by the Drakh themselves.

Six clans managed to complete viable space arks in time, and departed in different directions from Draas. A seventh ark was launched, but could not sustain its life support in the gulf of space and the entire clan died en route. The *makal* clan were left to rule a dead world. No Drakh has looked on the grey homeworld since the pilgrimage began, tens of thousands of years before Sheridan went to Z'haddum.

When the Drakh left the grey world of Draas, the Vorlons were making first contact with the Minbari. The Centauri had not yet crossed the oceans that would lead them to the hated Xon. The Narn were only beginning to mark scratches on rocks that would lead to the development of writing. Humanity was suffering the effects of the ice ages when the Drakh returned to space.

First Contact

'This story happened before the blackness swallowed the islands of Bir-roth, before the sky caught fire...'

—Traditional Denethi folktales beginning

Six hundred years after departing Draas, the Drakh ark of the *kala* clan entered the Denova system. The local race, the Deneth, were still pre-industrial at that stage in their history. After the harsh and barren world of Draas, and after the emptiness of interstellar space, the verdant ocean world of Denova was like paradise to the Drakh. To their credit, they avoided contact with the native Deneth as they replenished the stocks on board the ark. The barrenness of Draas has taught the Drakh to *cherish* life in all its forms.

Draas had taught the Drakh to master the art of environmental closure, of minimising the wastage in any system by reusing and recycling as much as possible, but full closure is impossible. The *kala* ark needed an ocean-ful of water, as well as thousands of tons of soil nutrients, gases, minerals, metals and other resources. Thousands of shuttles and scavenger ships rained down on Deneth like locusts.

One of the Denethi tribes dared to attack a Drakh survey party as they searched for heavy metals in one of the Denovan archipelagos. In response, the *kala* ark fired on the Denethi tribe's heartland, searing it from space. 50,000 Deneth died in a single morning as the skies spat fire. Draas had also taught the Drakh to be cruel and heartless when their survival was threatened.

This pattern was repeated on several other worlds as the Drakh arks wandered the Rim. The massive arks would emerge from the darkness and harvest what they needed to sustain them, then depart. The Drakh were looking for their gods.

On a dead world on the Rim, a Drakh survey team finally located a working jump engine and the Drakh managed to access hyperspace. Their arks were still much too large to travel in hyperspace using comparatively primitive jump drives, but the smaller Drakh vessels were quickly outfitted with such engines. The Drakh Entire was reformed as the six surviving clan ships contacted each other. The Drakh Entire decided that their quest for the lost gods was hopeless – no Shadow had been seen since they vanished from Draas over a thousand years before. Instead, the Drakh would find a new homeworld.

The War for Atoras

'Chaos cannot be mastered.'

—Translated from the Drakh histories

Atoras today is a dead system, without a jump gate. The Centauri charted it and logged it as DG43, 'without any redeeming features'. 20,000 years ago, though, Atoras was the

home of a hexapoidal race that called themselves the Na'quin. They were originally genetically uplifted by one of the older species, a race called the Quin, but the Quin were destroyed in a previous Shadow war. The Vorlons had identified the Na'quin as having promise and were subtly manipulating the race's development.

In addition to its strong biosphere, Atoras had considerable reserves of Quantum-40, making it a true prize. The six surviving arks gathered on the fringes of the system, observing the defences of the Na'quin. The two races were roughly on par technologically, although the Drakh had the edge in both weapons systems and organic technology. Of course, this was more than balanced out by the vastly superior numbers and resources of the Na'Quin.

The Drakh discovered that the Na'Quin were at war with another race, the Vo, whose homeworld once orbited the star in Sector 83, who coveted Atoras' resources. The Drakh made an alliance with this other race, offering Drakh technology and tactical information. The combined armada of the six clan ships and the Vo fleet jumped into Atoras and attacked the Na'Quin. They soon discovered that the Na'Quin had their own allies, however.

The clan ship of the *dacu* was destroyed within seconds of the first Shadow Cruiser phasing in. After a millennium of searching, the Drakh had found their old masters, and they first met them in battle. Unsurprisingly, this was devastating both militarily and psychologically to the Drakh.

The Shadows, eager to steal the loyalty of the powerful Na'Quin away from the Vorlons, chased the Vo to their home system and blew up their homeworld. The five clanships fled the Atoras system and regrouped in the comforting void of deep space. The telepathic group mind of the Drakh Entire reformed in panic – would the Shadows come for them next? Had they offended the gods? A suicidal depression was seeded in a thousand minds, and exploded out to fill the whole Entire. The Drakh collectively just gave up. Many elderly or sickly Drakh dropped dead on the spot; two of the arks set courses that would send them plunging into the nearest black hole.

The Queen

'It is inevitable, by the principles of chaos, that you will eventually be washed away by the vagaries of fate. Who, then, will carry on the great work?'

—Alleged translation of the Queen's challenge to the Shadows

The Drakh that is referred to as the Queen in every subsequent text and history was once a minor technician on board the *kala* ark. In that moment of collective despair, something broke inside her mind and she found her destiny. Through force of will alone, she dragged the Entire back from the brink of mass suicide and restored *pride* to the Drakh.

The Five Who Were One

Of the more than 30 clans who once warred over the last life on Draas, only six survived to leave the dying planet on board the space arks. Five of these huge arks made it to the promised world of Z'ha'dum, and it is from the clan-crews of those five arks that the modern Drakh are born. These clans are the:

5 kala
5 ifrit
5 shan
5 rohr
5 kyne

While the clanship of the *dacu* was destroyed, a fugitive fleet of a few hundred did follow the other arks, so occasionally *dacu* Drakh are encountered. The other clan-group of note are the especially honoured, who are counted as the blood kin of the legendary Drakh Queen, and are given the clan-name *dum*. All the *dum* are believed to have died in the destruction of Z'ha'dum.

Over the millennia since then, other minor clans have been formed, usually when a clanfleet was forced to divide for some reason. When Z'ha'dum was destroyed, there were five major clans and over a dozen minor ones, although only the major clans had Templeships; the others relied on cloning facilities on Z'ha'dum and other bases.

Elsewhere in the galaxy, the current Shadow War continued. Race was pitted against race thanks to the seductive promises of the Shadows or the inviolate commands of the Vorlons. All across the stars, chaos warred with order once again. The Shadows secretly monitored the Drakh, but considered them a failed experiment.

Beneath the very tenfold eyes and chitin claws of the Shadows, though, the Drakh were operating under the guidance of the Entire and the Queen. This time, there was no grand assault, no locust fleet storming the Na'Quin's defences. This time, they sent agents and diplomats in small ships, who quietly made contact with the Na'Quin's leaders. They whispered that the Shadows intended to enslave the Na'Quin, that they would replace the vanished Quin overlords and doom the proudly independent race to an eternity of service. It was a lie that appealed to the most deeply-seated fears of the Na'Quin. They turned on the bases that the Shadows had established on their world, using the weapons that the Shadows had given them. The Shadows were taken by surprise and driven off Atoros. Unfortunately, one of the weapons given to them by the Shadows turned out to be a rather nasty nanotechnological weapon that fought back and wiped out the Na'Quin.

The Drakh Queen contacted the Shadows openly. She told the ancients that she accepted they were not gods, but the Drakh were closer to the Shadows' ideals than any living race. In

exchange for the Shadows' help and support, the Drakh would aid and serve them. It would be a true alliance, not the religious domination previously embraced on Draas.

Only one other member of the younger races ever dared speak so insolently to an elder being. Just as Kosh agreed to aid Sheridan, so too did the Shadows agree to the Drakh's offer. Space around the gathered space arks boiled and twisted, and hundreds of Shadow vessels slipped out of the darkness. They wove a net of folded hyperspace around the arks, transporting them in the blink of an eye to the Drakh's long-promised true homeworld.

Z'ha'dum. Sha'las, The Ending Place.

THE DARK HOMEWORLD

Z'ha'dum.

The Drakh's first sight of Z'ha'dum was less than impressive. From orbit, the Shadow homeworld was even more barren and lifeless than Draas, a completely dead planet. However, the Shadows showed the Drakh the portals that led into the vast network of caverns beneath the surface. There were dark wonders in the depths of Z'ha'dum, and the Drakh learned them all. That heady rush of revelation has never been wholly forgotten by the Drakh, when all the secrets of the Shadows were given to them.

The Shadows had by then adopted a policy of sleeping for centuries in between wars. They had automated systems and a few servants to watch over their hidden arsenals while they slept, but the Drakh were the perfect species to act as custodians of the darkness. Their devotion to the Shadows was



now unquestionable; they had a deep familiarity with organic technology, and were even willing to be genetically adapted to their tasks; they were used to working in darkness and secrecy for centuries at a time, and they were committed to the Shadow beliefs:

- 5 Chaos through Warfare
- 5 Evolution through Bloodshed
- 5 Perfection through Victory

In later centuries, some Drakh philosophers would quietly wonder if their perfect adaptation to serving the Shadows was the result of random chance, or if the Shadows deliberately arranged for events to shape the Drakh species into what was needed.

The Drakh Renaissance

'Do you know what you destroyed, Sheridan? Did you see the arched cathedrals of Z'ha'dum, the endless labyrinths of singing darkness, the cities older than the stars of this galaxy? Did you stand naked before the all-seeing Eye and look back at it proudly, knowing you had served your purpose well? Did you see the birthing chambers, where the broken and defeated humus of the lesser races were converted into biomechanical wonders? Did you look into the abyss and find it beautiful before you destroyed it?'

—Translated from the Drakh histories

The surviving clanships were brought *inside* Z'ha'dum, travelling through hidden jump routes that lead deep beneath the planet's surface. There, they were torn apart and rebuilt, just like the Drakh race was. They spent centuries there, learning the tasks that would be theirs for the next 20,000 years. The Drakh leader, the Queen, was exalted above all other Drakh; she was *altered* by the Shadows, vanishing into the uttermost depths of Z'ha'dum. Drakh tradition holds that she still dwells in the darkness, having been made immortal by the Shadows, and that she will return to lead the Entire once again.

Z'ha'dum, for all its wonders, was utterly unsuitable to supporting a large population, even one as used to meagre resources like the Drakh. The first ships to leave Z'ha'dum after the Drakh arrived were a new fleet of locust vessels, sent to loot neighbouring worlds for resources. The Shadows knew that their new servants would have to be quiet, to avoid the notice of the Vorlons and their allies. Therefore, it was decided that only a handful of Drakh would dwell on Z'ha'dum or any of the other fortresses of darkness at any time. The majority of the race would return to the darkness of interstellar space, travelling on board new space arks, new clanships. The Drakh would remain united and in contact with the Shadows through Templeships. Most of the new fleet was constructed in the depths of Z'ha'dum, then sent into space via jump gates.

While a few Shadows remained behind to prepare the Drakh, most slumbered and dreamed of chaos.

Custodians of Darkness

'The Vorlons have been to Earth. The Vorlons have been everywhere.'

—Sebastian to Sheridan and Delenn.

The Drakh departed Z'ha'dum filled with new purpose. The massive new clanships dwarfed the old space arks they were based on, for the Drakh population had exploded during their time on Z'ha'dum. These new ships were partly based on organic technology, giving the Drakh the single most advanced space fleet of any younger or middle-born race in the known galaxy, with the exception of a few races like the Tal'Kon'sha. The Drakh have innovated little since then — the Shadows provided whatever technology the Drakh needed, so the Drakh's ability to develop their own technology has gone largely unused since then. They are skilled at *adapting* Shadow technology to a new situation, but coming up with entirely new techniques or technologies is a talent they have lost.

There was a great deal of work for the Drakh to do. There were dozens of Shadow bases spread across known space, from Z'ha'dum to the edge of the Vorlon Empire. Some of these were just tiny listening posts, requiring only a single Drakh hermit to sit and watch the machines as they listened to the universe. Others, like the war-world of X'ha'dum, were in fact larger on the inside than out, containing labyrinthine folds of hyperspace, and needed whole clans to tend them. The Drakh acted as midwives to the birth of the Shadow warships as they clawed and writhed out of the nurturing soil of a hundred worlds, ensuring that none of the black spines got tangled or broken in the birth throes, soothing the panicked shipminds and gently inserting the living control mechanisms or pilot pods to let the ships fly.

The rest of the Drakh race wandered the stars on great circular treks. Each of the clanships and its attendant fleet of Templeships and escorts would travel on a long voyage that would bring it to various worlds of interest or importance to the Shadows. At each world, the Drakh crew or garrison would be replaced by fresh workers, while the fleet continued onwards. A given peregrination might last a generation or more, with tens of thousands of Drakh living and dying on board the clanship with only the memory of Z'ha'dum to inspire them.

The War of Ten Thousand Years Ago

'What have we known from other races but betrayal? The First Ones turned on our masters, just as our once-siblings among the younger races turned on us and drove the Shadows away. So, we shall betray as they betrayed, and we shall have revenge for all their treacheries.'

In betrayal, we keep faith.'

—Translated from the Drakh histories

10,000 years ago, the Vorlons assembled an alliance of the other First Ones to battle the Shadows. The balance between darkness and light had been disrupted due to a series of victories by the Shadows and the other First Ones were willing to intercede on the Vorlons' behalf. The Shadows were driven back to the Rim; their bases were pummelled by assaults from the Vorlons and their allies. The Drakh also suffered in this war; while none of the clanships were completely destroyed, all of them suffered heavy assault and had to be rescued by Shadow ships.

This was the Drakh's first exposure to the wars of the ancients. While the rules of engagement between Shadows and Vorlons were still in effect, and neither side was willing to attack the other's homeworlds or colonies directly, the lesser bases and outposts manned by the Drakh were fair game. The Drakh found themselves fighting both the younger races who had risen up against the darkness, and the Elder races who were allied with the Vorlons. They fell back across space, running for the Rim.

The great war was a time of terrible hardship for the Drakh, but in comparison to the emptiness of their long sojourn without the Shadows, it was easy to endure. Tens of thousands died, but the Entire accepted these losses stoically. The war taught the Drakh the rightness of the Shadow cause – they had been tested in chaos and fire, their weaknesses stripped away by the war. They also saw how the best of the younger races had survived the war, and how their unique talents had been strengthened in the crucible. The Drakh experienced great sympathy for the other races who had suffered in the war, but their sympathy was tempered by the detachment taught by the Shadows. *'You are already dead'* whispered the Shadows, *'you are outside the cycle of chaos and order. You can take the long view, as we can.'*

The great war ended when the Vorlons and their allies pushed through into the heart of the Shadow Dominion. The other First Ones were unwilling to attack the Shadows directly, so the Vorlons let their servant races and the alliance of the younger species strike at Z'hā'dum while they fled back to Vorlon space. With the Shadows engaged in hiding as many of their ships as possible, it was left to the Drakh to defend Z'hā'dum and the other inner worlds of the Shadow Dominion.

Gathering Darkness

'Minbari... we speak the name out loud, rather than taint the Entire with such a word. Speak it, say it, taste it. Does it not sicken you? Brittle and dry, like chalk in the mouth. They shall not inherit the galaxy. This we have sworn.'

—Translated from the Drakh histories

The Shadows slept for thousands of years after the war, hiding from the wrath of the Vorlons and their allies. In turn, the Vorlons took advantage of the Shadows' inactivity, vastly increasing their

program to introduce telepathy into the younger races. They intended for the next war to be the *last* war, and telepaths were their master weapon against the Shadows' technology. With many of the previous crop of younger races driven to extinction or into decline, the Vorlons were focussing their attention on the more promising pre-spacefaring species like the Minbari.

While the Shadows slept, the Drakh returned to their places of power. The clanship fleets returned from the darkness of the Rim, reactivating the Shadows' listening posts and observatories. They sensed the presence of the Vorlons, moving across the face of Centauri Prime, Narn and all the other worlds, creating telepaths and implanting dreams of shining gods. Without the Shadows' support, the Drakh did not dare move against the Vorlons openly, but they watched and prepared for the return of their masters. Without the intelligence gathered by the Drakh spies, the Shadows would not have been anywhere near as successful as they were in the last war.

The Techno-Mages

'Keep faith, and we keep faith. Return, and we return, constant to the old covenant.'

—Drakh Prophet Aris'rohr to Archmage Wierden of the Techno-Mages

The earliest of the returning Shadows desired a weapon to use against the Vorlons. If the enemy was willing to turn their younger race charges into weapons, then the Shadows would do the same. They developed a way to give a creature instinctive control over some of the Shadows' most advanced and subtlest technologies, a network of implants and nanotechnological devices of surpassing complexity. The Shadows could have given this gift to the Drakh, but the Drakh were considered dead by both the Shadows and themselves. The Drakh were an evolutionary dead end, having failed to survive the chaos of the early galaxy. They were not *worthy* of technomagic.

Still, they were asked to find the species who would be given the Shadows' power. The Drakh scoured the galaxy for a race who were savage and dangerous and so capable of *survival* in the face of chaos that they would wield the technomagic effectively. They eventually discovered the Taratimude, a primitive, feral species. The Taratimude had not yet developed space travel – they were still pre-industrial – but the chosen warriors of the Taratimude embraced the power of the Shadows completely.

Valen's War

'Do not blame the defeat on the hated Vorlons. Do not blame the defeat on their pawns, the Minbari, or any of the other mewling infant races who even now squabble amongst themselves once more. Do not blame the folly of the Techno-Mages. Above all, do not blame yourselves. This is a false defeat, for no matter who lives or



dies, Chaos is fed and fostered. What does it matter if we burn, so long as our funeral pyre sets fire to the galaxy?

—Translated from the Drakh histories

The Shadows awoke, and the galaxy was once again plunged into war. While the Shadows had used servant races before – the shock troops of the Shoggren, for example, or the Zener scientists, or Wurt preachers – none had ever been so competent or committed as the Drakh. As soon as Z'ha'dum awoke, the Drakh were there, reporting the movements of the Vorlons and the younger races. Armed with this knowledge, the Shadows were able to swiftly reactivate their forces and launch surprise attacks all across the frontier.

The Techno-Mages moved in advance of the Shadow legions. Individual Techno-Mages were dropped on worlds, spreading chaos and destruction as they moved. The Vorlons were unable to predict the movements of the Techno-Mages, who had a more intuitive understanding of the desires of the younger races. The Shadows would then follow up on the chaos caused by the mages. The Vorlons' grand design of using the younger races' telepaths as cannon fodder against the Shadows failed as race after race was cut off by the Shadows' advance. Within months of the Shadows' returning to Z'ha'dum, the Darkness had taken every world from Omelos to Nochtal. The Vorlons were reduced to propping up the nascent Minbari Federation, who were the only major spacefaring power left intact. The Shadows' advance stalled as the presence of telepaths in the fleet of the Minbari and their allies disturbed the Shadow vessels.

The Eye, the grand techno-organic construct that co-ordinated the forces of darkness, determined that the power of the Vorlons could be broken indefinitely with one single push. The Shadows massed their forces, including the Drakh, and attacked the heartland of the Minbari Federation. Their target was the centre of the Minbari war command, a huge space station in orbit over Minbar itself. The Shadow strike was terrifyingly swift and precise, with a host of black ships appearing out of the darkness and cutting the station into pieces within seconds. While Minbari telepaths and the allied fleet were able to drive the Shadows away from the Minbar system, the alliance teetered on the brink of collapse.

Then Valen appeared, bringing with him a replacement station and the tide of the war turned. The Shadows had overextended themselves and their lines collapsed in the face of renewed resistance. The Drakh scattered their ships, vanishing into the darkness before they could be hunted down and attacked by the alliance – without the Shadows, the Drakh could not hope to stand against the Minbari, the Vorlons and their allies. The collective forces of the Darkness melted away in the face of Valen's appearance.

The Drakh were becoming accustomed to the cycles of the war. During the long periods of galactic peace, the Drakh hid between the stars, with only a handful of them working in secret to maintain the hidden arsenals and bases of the Shadows. As the darkness rose, they would stealthily return to the fastnesses and spy on the younger races, identifying those who were of potential use or danger to the Shadows. Each time, the Shadows would be driven back, 'defeated', but the galactic balance of power was always broken, forcing the various races to adapt and evolve or die. Every part of the grand cycle was part of the Drakh's holy purpose.

RECENT HISTORY

The Shadows had suffered greatly in the last days of Valen's war. Under normal circumstances, the Shadows defeat was a controlled collapse, one that allowed the younger races to think they had triumphed while still allowing the Shadows to retain as much of their strength as needed for the next phase of the cycle. The unexpected arrival of Valen and the replacement command station had thrown all the Shadows' plans into disarray, forcing them to scatter their fleet much more than normal. The Drakh were especially active in the centuries following the last war, locating lost and panicked ships and rebuilding fortresses that had fallen to the Vorlons' minions.

The Trouble With Techno-Mages

'What? Would you claim in your arrogance to know the mind of God? You will obey the will of God and the words from Z'ha'dum! Chaos is the nature of the universe; God is insane and must be obeyed.'

—Translated from the Drakh histories

The Shadows' weapon of the last war, the Techno-Mages, were proving troublesome. They had wiped out their birth species, the Taratimude, but the organic technology used to produce the mage's implants could easily be adapted to other races. More worrying were the actions of the Techno-Mage leaders, notably their leader Wierden, who had rejected the darkness. The Shadows wished to continue the experiment, as they knew that the Shadowtech in the implants would yearn for chaos and eventually bring the Techno-Mages back into the darkness. Therefore, they instructed the Drakh to continue to supply the Techno-Mages with the implants.

From the private meditations of Aris'rohr, Drakh Prophet

We are dead. The Drakh race died long, long ago, and we who call ourselves Drakh now are as ghosts. We are removed from the great chain of being and cannot evolve to inherit the galaxy as the other races can. But in death, we attained great power as the chosen heirs of the darkness.

Sheridan went to Z'ha'dum. There he died, but he continued to exist thanks to the intercession of Lorien and the Vorlons. In death, he too attained great power. Is this, then, the secret of the First Ones? To transcend death in order to seize control of chaos?

If so, then how can we die again to undo what Sheridan has done to us? Or must we sacrifice another and use their resurrection as a fulcrum to move the galaxy once more?

The very *existence* of the Techno-Mages rankled with many of the Drakh. They were seen as impudent children, unworthy of the gifts of the darkness. If it was not for the express commands of the Shadows, it is entirely likely that the Drakh would have launched their own jealous war on the few surviving Techno-Mages.

The Reawakening

'Our masters liked the Centauri. They felt you had potential. So do we.'

—Shiv'kala to Londo Mollari

New players emerged on the galactic stage while the Drakh waited between the stars. The Vorlons' protégés the Minbari were the only one of the previous alliance of races to have retained even a fraction of their old influence and strength. The galaxy had largely been yielded to other species. The Centauri, for example, had achieved space travel, conquered other races, forged an empire, passed their zenith and entered a deep decline all within a few hundred years – a mere eyeblink to the patient Drakh. Other species held even more promise, like the ex-slaves the Narn and the ambitious new race of Humanity. The Drakh watched them all, gathering information and waiting for the inevitable return of the darkness. They watched as the Narn threw off Centauri chains, and as Humanity fought for survival on the Line.

They also saw Babylon 4 being constructed, and recognised it as being the station that had appeared out of nowhere with Valen and turned the last war against them. The Drakh warned the Shadows of the station and attempted to destroy it before it could be sent back in time by the Great Machine of Epsilon 3.

They failed, but Babylon 4 did alert the Drakh to the fact that Humanity was just as important to the Vorlon plan as the Minbari. They redoubled their watch on Humanity, and Drakh agents began to make contact with

various ambitious and amoral individuals in the Earth Alliance, notably in EarthForce and the Psi Corps.

A buried Shadow vessel was found on Mars. Reactivated, it returned to Z'ha'dum, and the IPX *Icarus* followed it. The Shadows awoke. Within hours, the Drakh Templeships were returning to Z'ha'dum, to restate their ancient allegiances to the Shadows.

As they had done before, the Drakh worked with the younger races who were willing to ally themselves with the Shadows. They built the city of Thenothk, where the servants of darkness could meet and trade freely, without being watched by the prying eyes of the Vorlons. Drakh scientists co-ordinated the gathering of weapons components for use in the Shadow ships, they built new outposts and stations to support the Shadows' invisible invasion. While it was promising individuals from the younger races (like Morden, Justin or Mollari) who informed the Shadows' tactics in this war and served as the voice of the darkness, the Drakh were always there, watching and aiding. Morden promised the Psi Corps access to advanced Shadow technologies to improve their telepaths, but it was the Drakh who actually brought the implants and psi-nodes to the hidden Corps complex on Syria Planum. When the Shadows established their base on the island of Selini on Centauri Prime, it was their Drakh servants who planted the technoseeds deep in the fertile soil of that isle.

After the rout at the end of Valen's war, the Eye of the Shadows counselled keeping the Drakh off the front line in this war. While a few Drakh vessels were deployed in the Shadows' initial sowing of chaos across the galaxy, the bulk of the Drakh fleet was kept in reserve on the Rim. The Drakh had minimal actual contact with the other races during the war. Their Shadow masters informed them that everything was going according to plan, that soon the nexus Sheridan would be turned to the darkness and the galaxy could be plunged into chaos.

The Drakh bowed before the Shadows and waited for the galaxy to change.

A History of the Drakh



The Second Abandonment

'Now get the hell out of our galaxy!'

—Sheridan to the fleets of the First Ones at Coriana 6

Sheridan went to Z'ha'dum and entered the sacred precincts of the City of Shadow. He was shown the great truth of chaos and he rejected it. Something *Vorlon* came with him, something that bathed the city in the terrible light of fusion bombs. Thousands of the most senior and important Drakh died when the *White Star* exploded, and thousands more were driven irredeemably insane by the psychic shock of the assault on the holiest of holies. While they were still reeling from this blow, the Drakh discovered that the Vorlons had gone mad and had launched their planetkillers.

The period between Sheridan going to Z'ha'dum and the battle at Coriana 6 was both a living nightmare and the greatest hour for the Drakh. Planet after planet was blasted by the Vorlons; the clanships were hunted by the Vorlons, with the clanships of the *rohr* being destroyed in battle. However, this was also the time when the Drakh's long centuries of preparation was justified. All the Shadow weapons they had watched over and maintained for millennia were activated. The Shadow Death Cloud rose up from the fortress at X'ha'dum; doomsday weapons were birthed from the fertile technorganic dreams of the Shak'zor swamps.

It promised to be total war, a galactic apocalypse, a Ragnarok where the gods of light and darkness fought and died. The Drakh were ready to die for their masters and the cause of chaos.

Then the Shadows just left. It was a second and even more bitter abandonment. The Drakh began to slip into the same racial suicide that had threatened to consume them at Atoras 20,000 years previously. They might have died in deep space, but from deep inside the telepathic gestalt of the Drakh Entire, a single word rose up to dominate the collective consciousness of the Drakh.

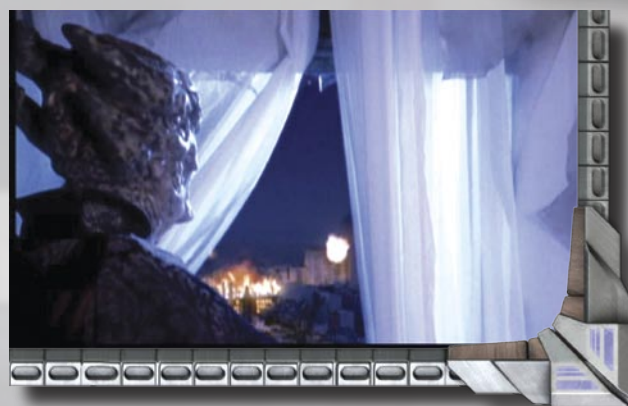
Revenge.

The Exile

'The Entire tasted your mind, Lyta Alexander. We know what the Vorlons did to you, what they made you to be. We know you. And you are numbered among the enemies of the Drakh. Sheridan, we shall destroy. Deleenn, we shall destroy. All their works, we will burn.'

But you, you who destroyed the holy sanctum of Z'ha'dum, you who slew millions of our kin, you who holds the legacy of the Vorlons... you we shall not destroy. We will not be so merciful.'

—Aris'rohr, Drakh Prophet



The surviving Drakh fleets returned to Z'ha'dum, to debate how they would best exact revenge on all their foes. The hated Vorlons were gone beyond the Rim, beyond their reach, but their tools were still out there. Sheridan, Deleenn, *Babylon 5* – Minbari, Humans, Narns – they all deserved to see their dreams crushed, their gods driven away. Even as the Drakh deliberated, another hated *White Star* jumped into the Z'ha'dum system and triggered the detonation of the polar power generators. The Drakh had to flee, leaving the sacred city and holy places to *burn*. They loaded what treasures and secrets they could salvage onto the departing ships – thousands of Drakh died on Z'ha'dum to make room on the escape ships for Shadow technologies and relics.

The *rohr* clan had lost their primary clanship fleet. The Entire decided that each of the four surviving clanship fleets should concentrate on one of the four major powers of the post-war galaxy – Minbari, Narn, Human and Centauri. The other survivors would remain on the Rim, gathering the weapons left behind by the Shadows. Their revenge would be a slow, methodical cold thing, but it would be satisfying and total.

All the Drakh clans stayed in constant contact with each other. It was the *kala* who uncovered the Shadow Death Cloud, even if it was the *shan* who led the assault on Earth. Even as the Drakh plans spanned the entirety of known space, they acted as a single unified race, furthering a web of interlocking conspiracies.

Narn

The *kyne* clanships headed for the Narn Regime. The League of Non-Aligned Worlds was also in their purview. As of 2281 (the death of Sheridan), the *kyne* have yet to implement their plans for revenge upon the Narn and League races.

Minbari

The *ifrit* clan went to the Minbari Federation and bargained with the Warrior caste. In exchange for a few unimportant worlds within the Protectorate, the Drakh gave the warriors various technologies and information about the larger galaxy. The tripartite division of the Minbari meant that learning and dealing with the other races fell under the control of the Religious caste, so the warriors could easily be manipulated

through their xenophobic fears. While Delenn managed to discover the Drakh's involvement, the Minbari civil war was already inevitable.

The *ifrit* took advantage of the Minbari's division to occupy and fortify their holdings in the Protectorate. While the war was ended prematurely on the Starfire Wheel by Delenn and Neroon, the *ifrit* Drakh have managed to maintain their control of those worlds, and they still have allies among the Warriors. The same groups that protected the Dilgar Deathwalker now hide the presence of the Drakh. Still, they are largely pinned down by Warrior caste patrols, and have failed to gain any real influence in either the Religious or Worker castes.

The *ifrit* allied with the *shan* clan, and intended to use the Shadow virus on Minbar, not Earth. The resulting chaos would have shattered Delenn's new Grey Council and allowed the Drakh to tear the Federation apart.

Earth

The powerful *shan* clan headed for Human space. The *shan* have never been the most subtle of the Drakh. As soon as another Death Cloud was located and activated, they launched an attack on Earth. The *shan* intended to destroy the Human homeworld, then move onto the Great Machine and Babylon 5. A test firing on Daltron VII was completely successful. It was only the intervention of the *Excalibur* and the *Victory* that prevented the annihilation of Earth.

The Drakh fled, assuming that EarthForce would try to hunt them down after the battle. However, the chaos caused by the attack on Earth gave the *shan* plenty of time to flee to the Rim and reassemble their forces. They are currently quarrelling with the *rohr* and *dacu* for control of the various Shadow weapons left on the Rim, and are being held in check by the Rangers. While the bulk of the *shan* clan fleet is in deep space, they have many agents throughout the Alliance.

Centauri Prime

The *kala* have always been the holiest of the major Drakh clans, and they went to Centauri Prime. There were already many Drakh in the Republic, as it had been a primary base for the Shadows during the war. Through the use of Keepers, the Drakh easily took control of the Centauri Regent and arranged for the construction of a new war fleet. This fleet was built mostly using Centauri technology, although the Drakh did make a few simple modifications using Shadow technology, such as the addition of pilot pods to remove the need for crews.

This secret fleet started a war, splitting the Republic off from Sheridan's Interstellar Alliance and turning the Centauri against the other races. The Drakh continued their policy of using Keepers to control key figures in the Centarum, including

Emperor Londo Mollari. They also arranged for the ascension of a Centauri named Durla, who rose to become Prime Minister. Durla was subliminally programmed with an overwhelming desire to see the Centauri Republic return to its dominant position in the galaxy; much of his personality was built using Londo Mollari's as a template. Through Durla and his Prime Candidates, the Drakh moulded Centauri public opinion. They arranged for the construction of a fortress on Centauri Prime, the so-called 'tower of power'. Finally, and most importantly, they planted fusion bombs all over the planet to give themselves ultimate leverage over Mollari.

When they attempted to retrieve various Shadow weapons from the Rim, the *kala* discovered that some of the hated Techno-Mages had returned to known space and were working against them. Amusingly, the Techno-Mages' chief agent in the Republic was the buffoonish ambassador to Babylon 5, Vir Cotto. While the *kala* Drakh had their pawns remove Cotto from Centauri Prime by exiling him for treason, he managed to worm his way back into the court with the aid of the Techno-Mages. The Prime Minister, Durla, had a long-standing obsessive love for Muriel, the beautiful ex-wife of Emperor Mollari. Muriel was recruited by the Centauri intelligence bureau, the Ministry of Public Works, and seduced Cotto, but Cotto's Techno-Mage allies turned Muriel by casting a love spell on her, making her fall hopelessly in love with Vir. Vir then sent Muriel back to Durla, seducing him and giving Vir a spy inside the highest echelons of the court.

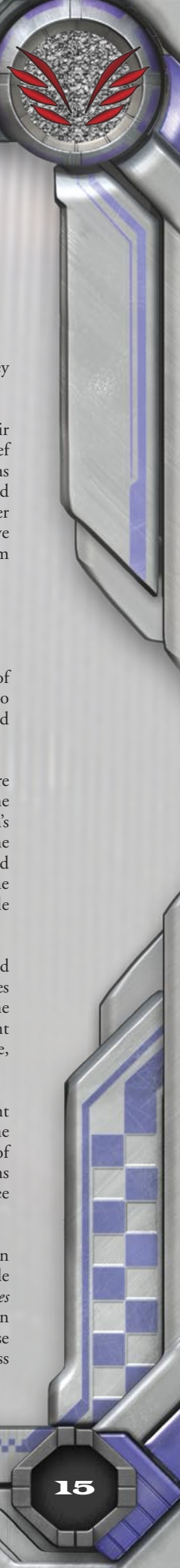
The *kala* intended to have the Centauri launch an attack on the Interstellar Alliance, using another Drakh-sponsored fleet. Incredibly, Cotto and his band of rebels managed to sabotage enough of the Drakh's schemes to reveal their presence. The revelation of alien control on Centauri Prime stopped an impending war between the Republic and the Interstellar Alliance. In retaliation, the Drakh blew up hidden fusion bombs across Centauri Prime, killing millions, but the damage was already done. The Centauri fleet turned from its course of war with the Alliance and turned on the Drakh, hunting them down and destroying the *kala* clanships.

FUTURE HISTORY

There is no single Drakh war. While the *kala* and *shan* are driven from known space in 2278, when the Centauri turn against them, the other Drakh clans continue their long plots for revenge. The Drakh are an old race, as old and as patient as the Minbari. Their schemes for revenge against the Interstellar Alliance, against all their foes, continue for *centuries* after the destruction of Z'ha'dum. If peace is ever established with the servants of darkness, it must happen in the distant future, long after the Great Burn, long after the events of *Babylon 5* have passed into legend.

Night must always follow day, after all.

DRAKH ORGANISATION



Above all else, there is the Entire.

The Drakh are a race of telepaths, capable of communicating mind to mind with each other and with the technology they live in symbiosis with. The Entire is their race mind, the collective consciousness and will of the Drakh. An individual Drakh might hold vast influence in the Entire, and even be capable of *defying* it in unthinkable rare circumstances, but the race can share information and make decisions as a united whole, which is a level of communion and unity not known to any of the other younger races save perhaps the Vree or Gaim. It is claimed proudly that Minbari do not kill Minbari, but what is that compared to the unutterable fellowship and compassion for each other felt by all Drakh. Thoughts of violence, hate or malice towards another Drakh are virtually impossible in the Entire.

That is not to say that the Drakh are *incapable* of killing each other; they murdered millions of their fellows back on Draas, and have sacrificed millions more at various crises during their service to the Shadows – but such wars and sacrifices are conducted through understanding of the principles of chaos and evolution. Those who died are less fit to survive than those who lived, and thus their deaths were fundamentally an act of love.

DRAKH BIOLOGY

Anatomy and Physiology

Generalising about Drakh physiology is difficult, as they use surgery and genetic engineering freely to adapt themselves. While they are not as adept as the Gaim are when it comes to creating new racial variants, there are several distinct subraces of Drakh, all produced by genetic engineering. While the original Drakh homeworld was a high-gravity world, Draas was very similar in size and biochemistry to Earth.

The Drakh do indeed reproduce by cloning; as they are outside evolution according to the Shadows' beliefs, they chose to use artificial methods. Genetic material is taken from all the Drakh and mixed onboard the Templeships. Defective or weak genetic combinations are removed; the most honoured and successful Drakh provide material for the next generation. Over the last few hundred years, the Drakh priests have grown increasingly conservative, using the same few genetic donors again and again. Cloning was only adopted when the Drakh arrived at Z'ha'dum,

and the race could return to more conventional methods if they had to.

The Drakh are extremely resilient creatures, thanks to their tough scaly hides. They can survive in vacuum for brief periods, and are also capable of entering into long hibernations by lowering their metabolisms – a very useful trait on board generation ships. The biotech ports where Keepers and other organic technology devices are implanted or incubated have been engineered into the Drakh and are now passed on from generation to generation.

Lifecycle

The Drakh are very long-lived, with an average life-span of 200 years without augmentation. They have the technology to extend their lives almost indefinitely, but this honour is reserved for the most important individuals.

Once decanted from the cloning chambers, the infant Drakh are taught to attune to the Entire, which they can achieve from the age of three or four years. After that point, the young Drakh's education is conducted telepathically. The Entire instructs the Drakh on philosophy, history and society, while the clan and individual Drakh tutor the young Drakh on scientific skills. The Drakh rarely specialise; each Drakh is largely interchangeable with another Drakh of the same caste and clan.

In times of population crisis, the young Drakh are tested and those who are less skilled are weeded out. Such extreme measures have not been used in centuries but the loss of Z'ha'dum and the Shadows is likely to force the clanships to return to these ancient rituals. There are still ceremonial tests of a Drakh's intelligence, willpower and dedication to the principles of chaos.

When a Drakh reaches maturity at the age of 20, he is brought to the clan's Templeship to repeat the Queen's Oath to the Shadows. Before the Shadows left, it was common for one of them to manifest on board the Templeship to receive the oaths personally; now, the oath is given to an empty null field (see page 55).

Drakh serve as their clan needs them to. Their communion with the Entire means that every Drakh has an insurmountable sense of duty – there are instances of Drakh spending *centuries* watching over an isolated outpost, never speaking to or even seeing another Drakh or another sentient creature in all those years. Such a custodian could stave off loneliness and madness by communing with the Entire.

From the archives of EarthForce Medical Research division

Activate recorders and mark time.

Timestamp: January 3rd, 2267: 13:04:11 Standard Time.

Dr. Stephen Franklin recording.

The subject of the autopsy is one of the corpses recovered from the wreckage of the alien fleet that attacked Earth last month. We're fairly sure that it's one of the 'Drakh' aliens, the servants of the Shadows we've been hearing rumours about since the Shadows left the galaxy with the other First Ones. This particular specimen was found by a salvage crew in what appeared to be an escape pod, and was put into stasis as soon as it was found. We're hoping that analysing the Drakh's biology will give us some insight into the plague they've loosed on Earth.

Subject is a humanoid. One metre sixty-two centimetres in height, weight approximately eighty five kilograms. Its body is covered in a pattern of thick scales, averaging about a centimetre in depth. The scales appear to have been cultivated in some way, perhaps to make them bigger and tougher, or for some social status marking. Several of the larger scales are covering orifices... sort of like the cloacae of a snake, but they're mostly on the subject's chest and neck. Most of these orifices are empty, but two have some sort of... growth in there. It looks like a large parasite, but I'm guessing it's biotech.

Ok, I'm starting the first incision now, opening up the chest cavity. Surgical laser is having trouble penetrating the scales, so I'm going to cut around them... there we go. Rib spreader please... thank you. Tri-pulmonary system... no, quin-pulmonary. Five lungs. Three of them are for oxygen-heavy atmospheres, the others seem to be an organic rebreather system and toxin filters. The lungs are slightly smaller than Human lungs and considerably more muscular, fitting with the high-gravity evolution theory. A Drakh could probably last longer on less oxygen than a Human, but they're really not built for explosive movement, so they must be quite slow, physically. The White Star recording has the Drakh moving jerkily, maybe he's trying to compensate for our lower gravity.

I'm moving back to the strange covered orifices on the chest. I've found five of them, two at the sides, two on the breast, and one at the top of the spinal column. Several of the other large scales look similar to the scales over the orifices; it's possible that the Drakh can produce more of these to accommodate more biotech implants. Each biotech port has blood vessels and nerve endings close to the surface. Anything in the port would be sustained by the Drakh's body indefinitely. This is confirmation that the Drakh have heavily integrated biotech into their bodies.

I'm opening the orifices containing the biotech now. One's on the chest, the other's on the back. Opening the chest one first... the implant is dead, probably died at the same time as the Drakh. I'm removing the implant now... there's a tendril connecting it to the Drakh's blood system, like an umbilical cord. I'm severing it now.

Whoa. The moment I cut it loose, little tentacles unfolded from the implant. They're hanging limp, like legs. I've... I've seen this before. Back on Mars, in 2261, Marcus Cole and I met a man called Captain Jack. He was being controlled by a creature, it was attached to his neck like a parasite. That entity looked just like the biotech device I've just removed from this Drakh. I'll dissect the parasite separately in a moment.

I'm removing the second implant now, for separate dissection. I'm pausing the examination of the Drakh corpse now, until we get biochem breakdowns of the blood and tissue samples I've taken so far. Reactivating stasis field and ending recording now.

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Aging has little effect on a Drakh's body. Any failing organs or degenerative problems are corrected using biotechnology. However, if a Drakh's contribution to the Entire drops below the point where its contributions do not outweigh the expense and difficulty in keeping him alive, he is allowed – or encouraged – to die.

Names

'Who are you?'

'Drakh.'

'Is that your name or your race?'

'Yes.'

–Delenn and the Drakh emissary









Drakh do not normally have individual names, instead using telepathic 'signatures' as identifiers. This is common practice in telepathic societies, but is especially pronounced in the Drakh with their Entire group mind. Individual Drakh are given names as honours, or when they are to have extended dealings with one of the younger races. In such cases, the Drakh's clan forms the second half of the name, while the first part comes from the ancient language of the Shadows, translated into a more pronounceable form. The Drakh are capable of speaking to and understanding the Shadows, but prefer to use their own racial telepathy instead of Shadowspeech.

Castes

Drakh society is divided into different castes, but these castes are not set for life. They are expressions of the Drakh's current biology, and can be changed. A Warrior Drakh might have his musculature and armour plating increased, his hand-eye co-ordination boosted and be equipped with redundant vital organs and regenerative implants. If that Drakh displays traits that would make him more valuable in another caste, then the warrior-specific implants are removed and a new set are added to adapt the Drakh to his new role in society.

The Drakh consider all roles to be important and all Drakh to be largely equal, so there are no massive social gaps between castes, with the exception of the Named and the Ignored. The castes are more descriptions of a Drakh's function than his place on the social ladder. That said, the Priest and Emissary castes are dominant in the post-Shadow era.

The Drakh castes are:

-  Acolyte
-  Custodian
-  Emissary
-  Named
-  Priest
-  Scholar
-  Shunned
-  Warrior

Acolyte: Drakh which have not been assigned to any of the other castes are considered to be part of the Acolyte Caste. This includes young Drakh who have not yet reached maturity, as well as those who are injured or sick and cannot continue their duties in another caste.

Custodian: The bulk of the Drakh population are Custodian caste; watchers and keepers of the legacy of the Shadows. The Custodians are analogous to the Minbari Worker Caste, although the Drakh have far less industry to take care of than the Minbari do. The Drakh have access to Shadow nanotechnology, allowing them to plant seeds that will grow into living buildings or extract resources from planets directly. Really, the only duties left to the Custodians are shipbuilding and maintenance, except in the rare cases when the Drakh must make something *new* – like the Tower of Power on Centauri Prime.

Emissary: The Emissaries are second only to the Priests in terms of overall influence in the Entire. The role of the Emissaries is to deal with the other races; they are spies, diplomats, spreaders of chaos and builders of empire. Emissaries are selected for their ability to manipulate others and for the depths of their empathy – understanding the subject is key to controlling and guiding it. The Emissaries are the only caste of Drakh commonly encountered by other races.

Named: The Named are the honoured of the Drakh, given a personal name that can be spoken aloud in addition to a telepathic identifier. A Named Drakh remains in his old caste, but is exalted above all other members of that caste. There are rarely more than a hundred Named Drakh in any one clan. The Named are permitted to speak in the Drakh Council of the Named, an archaic part of the Drakh organisation that still wields considerable power (see page 22).

Priest: The Priests are the philosophers and politicians of the Drakh. This is the oldest of the castes, having arisen back on Draas when the Shadows first contacted the Drakh survivors there. For aeons, the Priests' primary role in society has been to convey the commands and philosophies of the Shadows. During the long periods when the Shadows slept, the Priest caste Drakh would carry the Shadows' beliefs in their minds and transmit them to the Entire; they were the embodiments of the Shadows' grand purpose for the Drakh.

The Priests are also the keepers of the Templeships, which are the heart of the clan fleets. The cloning banks are located on the Templeships, as are the cultivated reefs of brain tissue that help maintain the Drakh Entire. The Priests have a private group mind that crosses the clan boundaries – this parliament of minds determines policies and goals for the Drakh race, although their decisions must be ratified by the Entire.

Drakh are promoted into the Priest caste by displaying great dedication to chaos or having sway within the Entire. It is rare for Drakh under two centuries old to become Priests, so the Priests have the highest proportion of immortal or life-extended Drakh of any of the castes.

The Drakh Population

The Drakh dwell almost entirely in space, on board the clan fleets. While the clanships and Templeships are incredibly large compared to the vessels of the other races (the clanships are some 60 kilometres long), there is still severely limited space on board. A clanship supports just under four million Drakh; the other ships in a clan fleet support another two million. Between bases and forces who have infiltrated the populations of other races, there are about 50 million Drakh in the entire galaxy. While this is only a fraction of the population totals of other races, the Drakh are united in a single cause – every Drakh is a soldier of darkness, every Drakh is highly capable of spreading chaos and furthering the aims of the Entire. There is no dead weight among the Drakh, no internal dissent or differing opinions.

Scholar: Scholar Caste Drakh are rare – the group mind of the Entire means that every Drakh has access to the collective knowledge of the entire race, so specialists are largely unnecessary. However, it takes time to assimilate information from the Entire, so any long-ranging scientific research requires the presence of a Scholar, who actually has the requisite knowledge in his brain as opposed to plucking it from the telepathic group mind.

The Drakh are actually rather poor scientists – for millennia, they have not had to discover anything for themselves, because they were either handed technology by the Shadows or scavenged its secrets from the Shadow installations they were watching over. A Scholar Drakh can quickly work out how to use a particular piece of Shadow technology, far faster than a Human or Minbari would be able to, but the Drakh generally fail at understanding the basic principles or at replicating Shadow technology. They do not see this as a weakness – even if they spent another half a million years studying what the Shadows left to them, they would still not have learned all the secrets of the Darkness.

Shunned: The final Caste are the Shunned, which consists of the incredibly few Drakh who have betrayed or failed the Entire so completely that they are excluded from the collective mind. Shunned onboard the clan fleets are normally thrown into the reclamation pits so their bodies can be pulped for nutrients and useful chemicals; Shunned who commit their crimes outside the fleet are just shut off from the Entire and may also be hunted down by appointed Warriors. Being Shunned is incredibly humiliating and damaging to the Drakh, who rely on contact with the Entire to maintain their sanity.

Warrior: There are relatively few Warrior Drakh; while the race does have considerable firepower,

most of it is dedicated to protecting the various clan fleets. The Drakh do not have the ability to engage in a full-scale war with another race – while their technology is superior to any of the races in known space with the possible exception of the Minbari, the Drakh's population is much lower and their lack of any colonies or repair depots means they cannot last in a long war. During the Shadow Wars, it was the Shadow vessels that actually fought the battles, while the Drakh were relegated to support and logistics roles. After the Shadows left, the Drakh used races like the Centauri as pawns, keeping their own ships out of the line of fire as much as possible. The assault on Earth using the Death Cloud was an aberration and its grotesque failure diminished the prestige of the Warriors.

The primary duty of the Warrior Caste is protecting the clan fleets and the bases of the Drakh. They also oversee Custodian security details on planet-side bases, as well as acting as bodyguards for more important Priests and Emissaries. Of all the castes, the Warriors are the most obviously altered by biotechnology. The Drakh encountered by Delenn in *Lines of Communication* was an Emissary with Warrior modifications – the Drakh believed that the Minbari Warrior Caste would respect the strength of the Drakh Warrior Caste more than they would the subtlety of the Emissary Caste.

Organic Technology

The Drakh race have heavily integrated organic technology and biotech implants into their biology and society. The first modifications are made *in vitro*, when the Drakh are still in the cloning tanks. The Drakh embryos have their genders neutered and have their brains adjusted for telepathy – while they are naturally telepathic to a degree, the changes needed for attunement to the Entire are not present in the Drakh genome, so they have to be artificially induced.

Every Drakh has at least two biotech ports on its body, where implants and other devices can be attached easily. These ports are normally used for implants and biotech devices like Keepers, but they can also be used to connect the Drakh to large-scale systems. The more advanced Drakh vessels integrate the crew directly into the ship's systems, allowing the crew to control the vessel as part of their own bodies and autonomic systems. The ports can also be used to supply the Drakh with life support, feeding oxygen and nutrients through the Drakh's blood.

The Drakh ships are not living in the same way as those of the Vorlons or Shadows; they incorporate some biological systems into their design, but they are built using more conventional techniques. The Drakh ships bear a close resemblance to Vorlon designs – their boarding pods, for example, have the same flower-like petals as the Vorlon transports. The Drakh do

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not use Vorlon technology in their ships, as they firmly believe that anything touched by the Vorlons is deathly poison to them. However, they do mimic the style of the Vorlon ship, to confuse races that have had contact with Vorlons.

Their organic technology is grown on board the clanships and Templeships. The Drakh use 'biological substrates' to grow their devices; often, these substrates are captured sentient beings, whose organs and nervous systems are extracted and reconfigured into organic devices while the victim is still alive. Such measures are reserved only for the more complex devices; simple machines are grown in the same cloning tanks as the Drakh themselves.

Telepathy

The Drakh can communicate with other members of their race instantly over short distances. More powerful Drakh can even force their way into the minds of lesser Drakh, scanning them or implanting suggestions, although such mental abuse is frowned on by the Entire. The Drakh can use their racial telepathy on other races, but have considerable difficulty doing so. There are no strong telepaths among the Drakh – the best among them tops out at around P8 on the Human scale. Their telepathic abilities are not derived from the same Vorlon modifications as those of other races.

Communing with the Entire or another gestalt mind requires some mental preparation on the part of all the participants. The Entire is constantly active, thanks to the brain-tissue reefs on the Templeships and the telepathic comings and goings of half a billion Drakh. Other, smaller groupminds form and break up with the consensus of the Drakh involved, but they must prepare to form a groupmind, which takes time.

Telepathy is also used by the Drakh to communicate with some elements of their organic technology. Under most circumstances, a Drakh can only telepathically communicate with organic devices that it is touching or has incubated within its biotech ports, but some of their devices are fully telepathic in their own right.

Diet

The Drakh diet is very simple. The factories on the clanships produce a dense organic paste called *kamba* that along with a little water provides everything that their biochemistries need. *Kamba* was developed during the long pilgrimage on board the space arks. Originally, it was chemically reconfigured to mimic various foods grown on Draas, but the Drakh no longer care for petty pleasures like taste. The Shadows remade *kamba* for their servants, going so far as to alter the Drakh's digestive systems to metabolise it more efficiently.

If deprived of *kamba*, a Drakh rapidly begins to deteriorate, as the various artificial organs and implants begin to feed on the Drakh's body instead of the chemicals in the *kamba*. Drakh on



long missions have their physiologies adjusted to take advantage of the local foodstuffs; even then, they tend to prefer bland foods that remind them of *kamba*.

Dead Drakh have any useful implants removed, then their corpses are thrown into the reclamation systems on board their ships, where the bodies are broken down and reprocessed. However, the Drakh also have a tradition of ritual cannibalism, which is reserved for Named Drakh. The corpse is brought to the Templeship of the clan and served to the other Named. Some Drakh have even developed a taste for the flesh of other races.

THE CLANS

For a race who claims to be dedicated to chaos, the Drakh are amazingly disciplined. The watchful eye of the Entire keeps the Drakh moving as a single entity. Many minds within the Entire believe that the Drakh could easily abandon the clan and caste system, just relying on the telepathic co-ordination offered by their group mind. This is a clear example of how even an advanced culture can deceive itself quite thoroughly through arrogance and self-satisfaction. While the Entire is perhaps the single most important factor in the Drakh's success, it was essentially grafted onto their culture by the Shadows. The clan system is far older, and while the Drakh might intellectually prefer the dark psychic cathedral of the Entire, the clan is engrained into their blood and bone. A Drakh might believe that he would obey the consensus of the Entire, no matter what, but in reality he would instinctively favour his own clan.

Originally, the clans were composed of the Drakh families who held the territory around a particular temple; they were bound together by blood ties and kinship, owing fealty to the warlord who protected the temple. The lands once held by the clans are now dust on a dead world; the blood ties have been replaced by cloning tanks in the Templeships and the warlords have been relegated to a lower caste, usurped by priests and emissaries, but the bonds of the clan remain. The clans are the unseen undercurrent in Drakh society. When the Shadows were present to unite and control the Drakh, then the clan divisions were barely noticeable, but they have grown more and more important since the second Abandonment.

Clan Structure

A Drakh clan is centred around its fleet of clanships and Templeships. These vessels are the heartland of the clan, its spatial centre. The military leaders of the clan – the Named of the Warrior or Emissary Castes – dwell on board the main clanship, co-ordinating the clan's ship deployment and military activities. The Priests control the Templeship, maintaining the cloning banks and preaching to the other members of the clan.

Each Drakh is expected to commune with the Entire at least once a day, to learn what its duties for the day are. Most of the clan's activities are co-ordinated through the Entire. For example, one Drakh might 'know' through the telepathic gestalt that he should pilot a shuttle full of ore to a particular dock on a cruiser; another five Drakh would know that they should report to that dock at a particular time to receive the shipment of ore. Neither the pilot nor the dock workers would ever need to communicate directly, as their work assignments would be handled through the Entire. There are higher-level superiors in each caste who resolve problems and unexpected situations, but the Drakh clans have been in their present form for millennia – there are very few situations that have not already been incorporated into the system. Life on board the Drakh clanships is quite astonishingly dull. The few non-Drakh who have visited the fleets describe them as floating monasteries, all rote and ritual.

Clanfleets

The majority of the Drakh in a clan live and die aboard the mighty clanfleets. The Drakh are an invisible enemy to the Vorlons and their heirs, the Interstellar Alliance, because the Drakh have no colonies or homeworlds – they dwell in space. The clanfleets consist of at least one clanship, a Templeship and dozens or hundreds of support vessels.

The clanships are truly huge vessels, bigger than anything else in space. The average clanship is 60 kilometres long, with a crew of four million Drakh. They are cities in space, containing factories and shipyards and habitat after habitat. The fact that a clanship can survive without resupply for years at a time is testament to the Drakh's mastery of life support systems. The other ships in the clanfleet are similarly efficient, but are reliant on the clanship for resupply over long periods.

The Drakh rarely risk their clanships in battle. The *shan* sent their clanship into the battle for Earth, but that was an all-out attack on the homeworld of Humanity and worth any risk. While the impact of having such a giant ship appear on the battlefield makes it a valuable weapon of war, the loss of a clanship would doom almost any clan. Only the largest and most powerful clans can maintain multiple clanships and so *might* be able to survive such a loss.

Templeships are much smaller than clanships, but are of equal importance. Here

are the priest-controlled cloning banks where new Drakh are created, along with many of the most important organic components for the fleet. The Templeships are the seats of the Entire and are intimately associated with the Shadows themselves. In most cases, the Templeships travel in a convoy with the clanships and their escort vessels, but the Priests have been known to move a Templeship away from the main fleet for months at a time, to 'commune with the darkness' or punish an unruly Warrior or Emissary Caste.

The other vessels in a Drakh fleet are much smaller, although still incredibly impressive ships according to the lights of the other races. The Drakh cruiser, for example, is a middling vessel as far as the Drakh are concerned, but is on a par with a massive Sharlin or Warlock-class vessel. Of course, where a Sharlin is focused purely on combat, a Drakh vessel must perforce be adaptable to many roles. The cruiser is a warship, a carrier, a flying city, a research station, a training ship...

The massive jump engines of the clanships are capable of opening vortices large enough for a whole clanfleet to travel through simultaneously, allowing the hundreds of vessels in the fleet to travel in a single group. These flotillas roam the borders of known space, staying hidden from larger races. These rag-tag, fugitive fleets appear in the legends of many species, as heralds of the coming darkness that eclipsed the local sun for a day or more as they passed. The largest clanfleet of record, one assembled during the war of ten thousand years ago, consisted of eight clanships, 12 Templeships and over 3,000 smaller vessels.

There is constant traffic between the various ships in a clanfleet. Most of this traffic consists of small shuttlepods that flit between the ships, but the Drakh are also capable of producing long flexible carbon-fibre tubes that serve as semi-permanent connections between ships travelling in convoy.

The Drakh are capable of foraging on the move as their fleets travel. Each clanfleet has numerous small raiders and scouts that range ahead of the main fleet. If these raiders encounter other ships, they may attack and capture them, bringing the captured vessels back to the main fleet to be stripped of useful components and materials. The Drakh are adept at disguising their movements as normal piracy and raiding. On other occasions, a clanfleet can descend upon a world like a swarm of locusts, looting it of resources. The Drakh prefer to target pre-spaceflight worlds for these harvest raids, as they are less likely to be able to resist the Drakh's attacks. The great efficiency of the Drakh's system means that they only need to harvest planets like this every few decades.

Garrisons & Colonies

After the destruction of Draas and Z'ha'dum, the Entire believes that its long-standing policy that the Drakh will have no major colonies has been proved correct. If the Drakh had been trapped on a single world like Humanity or the Minbari, then they would have been a primary target for the Vorlon Planet-

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Killers and wiped out. The dark between stars is a safe place for the clans, not the vulnerable surface of some ball of rock.

However, the Drakh do have permanent habitats on some resource-rich worlds. Assignment to these colonies is reserved for the poorest and least competent Drakh, as it takes the unfortunates far away from the clanships and the truest service of the Shadows. In recent centuries, the Drakh have taken to enslaving primitive races and transplanting work crews to their resource worlds. This means that only a small force of overseers is needed to run each world.

By contrast, being assigned to watch over one of the Shadows' bases is among the greatest honours in the Entire. The Drakh were not informed of the location of all of the Shadows' secret bases, mainly because the Shadows knew the Drakh lacked the intelligence to fully comprehend some of the more advanced bases and might inadvertently damage their charges. While the Drakh were taught that their constant vigilance was vitally necessary to keep the bases in working order, in many cases the Drakh were actually little more than janitors, keeping the automated facilities clean while organic machines of unthinkable complexity moved in dimensions invisible to the custodians.

Custodians of Shadow bases are replaced every few years, so that the honour can be given to some other rising star among the Drakh.

Clan minds

While the Entire is the great race mind of the Drakh and is constantly active, each clan has its own subsidiary telepathic consciousness. These are fugitive minds – the collective mind of the Entire despises the clan-minds, so the clan-minds must flee before it, hiding in the Drakh's subconscious and instincts. On rare occasions, when a clan must make decisions as a whole, the clan-mind can be raised to full consciousness. This is as close to civil war as the Drakh can get, as the clan-mind invariably disagrees with the Entire and the two clash. Note that only the most sensitive and refined Drakh are even *aware* of this psychic strife, as both gestalt minds are the collective product of individual Drakh, and they are not normally capable of perceiving the Entire's thoughts as anything other than their collective decisions. The situation is analogous to the difference between a crowd's actions and the desires of a single person in that crowd.

As these periods of psychic strife are the only time when an individual clan can win any real concessions from the Entire, the more ambitious clan leaders seek to raise clan-minds whenever possible. The Entire will do whatever it can to preserve the unity of the Drakh race, up to a point – if any of the clans fails to uphold the principles of the Shadows, unthinkable as that proposition is, then the Entire would instantly turn on and destroy that clan.

Shadow Control

The Shadows exerted control over their servants just as much as the Vorlons did, but in very different ways. The Vorlons were authoritarian, issuing imperious commands and punishing with pain or force if their servants disobeyed, and using psychological manipulation and deceit to cultivate loyalty. The Shadows, by contrast, prefer to have their servants join them 'willingly', even if the servants' choices were so limited as to be non-existent.

The Techno-Mages were allowed to leave the service of the Shadows and were even supplied with more Techno-Mage implants and chrysalis devices – but the Shadows knew that the technomagic was chaotic in nature so the mages would still carry out the Shadows' purposes indirectly, and that the Techno-Mages would not dare truly defy them out of fear of losing their supply of technology. The Centauri were asked 'what do you want?' and were consequently given the military power they needed to conquer the galaxy – but this made them dependant on the Shadows' power. Morden was confidently able to tell Londo that he would go away for as long as Londo wanted because he knew that having tasted the darkness, one day the Centauri would call on it again.

Morden himself served the Shadows willingly, out of gratitude for them ending the torment of his wife and child. He was tied to them by bonds of honour – he could have walked away from them at any time if it was not for his own sense of love and devotion.

The Drakh are bound to the Shadows in a similar way. The Entire springs from the Templeships and influences the Drakh into serving the principles of the Shadows; the Priests on the Templeships control the production of the next generation of Drakh; the Priests' power stems from the conditions engineered on Draas millennia ago. If some rebellious Drakh warlord tried to rise up against the Shadows, he would lose the support of the Priests and so doom his clan's future, as the priests control the cloning tanks. If the warlord somehow subverted the Priests, then the other clans would know of this treachery through the Entire. The only way for a truly ambitious Drakh to rise is to align himself with the principles of the Shadows inherent in the Drakh Entire. The more the Drakh struggle to free themselves from Shadow control, the stronger those who serve the Shadows within the Entire become.

Councils of the Named

Each clan has a Council of the Named in each caste, consisting of those Drakh great enough to be honoured with a proper name. Among the lesser castes, like Custodians or Scholars, the Named are just seen as experts with special insight into their appointed field. However, the Named of the Warriors, Priests and Emissaries wield considerable influence, both in the Entire and among the ordinary Drakh of the clan. Councils of the Named meet infrequently; any of the Named can summon the council together through the Entire.

A Council of the Named can also grant a name to a nameless Drakh. As this dilutes the influence of the existing Named on the Council, it is normally only done when one of the Named dies (a rare occurrence, given the life-extension technologies available to the Named) or when a particular Drakh catches the attention of the Entire and deserves recognition.

Councils of the Acolytes: There are never enough Named among the Acolytes to warrant calling a council.

Councils of the Custodians: There are few Named among the Custodians, so their rare councils are of little importance. The only times Custodians are called together is when they must consult with the Priests and Scholars about some obscure Shadow facility or other duty. Custodian councils are occasionally formed to argue against some policy of the clan, but such dissent is incredibly rare in these days of the Entire.

Councils of the Emissaries: The Councils of the Emissaries are especially rare events, as the Emissaries are much more far-flung than most Drakh. The greatest Emissaries are lurking on the homeworlds of enemy races, so they cannot be expected to fly home to the clanfleet for anything except the most important councils. When the Emissaries gather, they discuss the long-term future of the clan and the Drakh Entire, choosing which species they will subvert and which they will exterminate, choosing which alliances to preserve and which to break. They trade

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whispers from across the galaxy, from the most trivial rumours to the most important secrets of alien cultures or militaries.

Councils of the Priests: Most priestly councils are solemn affairs where the finer points of the Shadow philosophy are debated. The Shadows expressed their beliefs in brief, cryptic aphorisms – ‘every light carries a shadow’, ‘evolution through bloodshed’, ‘chaos cannot be mastered’ and so on. The Drakh priests have expanded on these short phrases at great length, creating a vast and complex Drakh theology. They congratulate themselves on elucidating the true meaning of the words of the Shadows, not realising that the Shadows’ beliefs were instinctive, as natural to them as breathing is to lesser races. The Abandonment has caused the priests to meet in council again and again, delving into their own accumulated writings and teachings to find some *reason* why the Shadows would depart so easily. So far, their long deliberations have produced nothing but a multi-million-word exegesis on the Abandonment, which can be boiled down to ‘*Sheridan did it. Delenn did it. They took the gods away.*’

The Priests also meet to decide how the cloning tanks will be used and who will contribute to the next generation of Drakh. Many believe that the Drakh must increase their numbers rapidly to be able to fight against the Interstellar Alliance and the other Vorlon-touched enemies who must be destroyed. Others fear that there are already too many Drakh, and they would be better served by culling their numbers so they can hide on Centauri Prime or another Shadow-haunted world.

Councils of the Scholars: Scholarly councils are called when the Drakh scientists are faced with a particularly difficult problem. As most Drakh science is based on technology learned or scavenged from the Shadows by the Priests and Custodians, such problems generally relate to the technologies or actions of the other races. The Named Scholars of the *kala* clan were summoned together to determine how to integrate the Shadow pilot pods into the Centauri warships in the war of 2262, for example.

Councils of the Warriors: With the Drakh preferring to use other races as their pawns in warfare or relying on advanced Shadow relics that they scarcely understand instead of fighting a war directly, the main responsibility of the Warrior Caste is defending the clanfleets and the other Drakh operations. The path of the clanfleets is under the command of the Priests, and the Emissaries command most operations. Therefore, the Warriors are left scrambling to keep up with the other castes, rushing from one crisis to the next. An individual Drakh, properly equipped and augmented, is more than a match for any other fighter short of a master Ranger or elite special forces, but more and more the Warrior Drakh find themselves suddenly dropped into situations not of their own choosing.

For example, on Centauri Prime in 2277, the secret fortress of the Emissaries there (the ‘Tower of Power’) was destroyed by Vir Cotto and his Legions of Fire. The Emissaries ordered a detachment of Warrior Caste Drakh into the tunnels beneath

the ruined tower to capture and kill the rebels. While each of the Warriors was stronger, faster and more skilled than the motley crew of poets, dissidents, thieves, servants and royalists assembled by Vir, they were facing Centauri who were willing to die for the cause and fighting in unfamiliar territory. The Drakh were slaughtered.

Since the Abandonment, the Warriors have become increasingly conservative and defensive, arguing that the clanfleets should leave known space altogether and build up their forces before returning to exact revenge on the Humans and Minbari. The other Drakh are patient, willing to wait for decades before their plans come to fruition; the Warriors will wait for centuries.

Clan Dacu

History & Philosophy: The *dacu* have been a dying people ever since Draas – their space ark’s main drive malfunctioned as it tried to lift off, and the ship crashed, killing the majority of the clan. Fortunately, a small handful of *dacu* made it off Draas and were taken in by the other clans, mainly the *kala* and *shan*. The *dacu* managed to keep their own cultural identity by keeping their little band of ships separate from the massive space arks of the other clans.

By the time the Drakh came to Z’ha’dum, the *dacu* had become something quite different to the others. All their priests had died in the ark’s crash, so the *dacu* refused the offer of a new Templeship. They are the only Drakh clan not to practice cloning, instead reproducing in the old-fashioned way. Their connection to the Entire is very tenuous. They have no clanships, just a fleet of smaller vessels. They even have what amounts to a homeworld, where some *dacu* have been settled for millennia.

Their numbers are very small. This is due to psychic pressure from the Entire, who wishes to keep the amount of ‘deviant’ Drakh to a minimum. The only reason the *dacu* were able to survive as a distinct clan at all is because they were favoured by the Shadows, who perhaps respected the tenacity of the clan after the loss of its ark.

Assets: The *dacu* are among the best pilots in the Drakh, especially in atmosphere flying. They are also skilled ecologists – while all the clans are masterful at the art of life support in space, the *dacu* have tamed a colony world using Shadow technology. Their fleet is comparatively small due to their small numbers, but the *dacu* ships are more powerful on average than those of other Drakh. They only expect to live aboard ship for weeks, not decades, so they can afford to devote more space to engines and weapons.

Holdings: The *dacu* hold two systems – their own homeworld of *Dac* and the Shadow resource world of Shak’zor (see *Darkness & Light*, page 107).

Clan Ifrit

History & Philosophy: If the Drakh had been taking bets thousands of years ago when they were fleeing the wreck of Draas, then they would have given very long odds on the *ifrit* being one of clans who survived. The *ifrit* have always been one of the weaker clans. On Draas, their holdings were a mountain range with only marginal farmland (and *marginal* meant something on that dying world), with only a single temple. The *ifrit* ark was the last to leave and there are persistent rumours in the corners of the Entire that the *ifrit* stole their ship from another clan.

The *ifrit* were the first to use cloning technology to replenish their numbers, following a solar flare that damaged the genetic material of the adult Drakh on board their ark. This practice of cloning spread to the other clans at Z'ha'dum, but the *ifrit* have been using it for hundreds of years longer. The *ifrit* gene pool is considerably shallower than that of the other clans, leading to a greater incidence of recessive genetic problems that must be corrected using biotechnology.

The *ifrit* are fundamentally *survivors*, unwilling to take the risks that mark the *shan* or the *rohr* as great clans. They have the smallest clanfleet of any of the Drakh hordes, with only a single clanship. Even the other Drakh find the *ifrit* vessels to be dark, cramped and airless, as the *ifrit* conserve their resources obsessively.

The *ifrit* do currently hold two full worlds in the Minbari Federation's protected zone, but only with the aid of the *shan*. See pages 74-75 for more details.

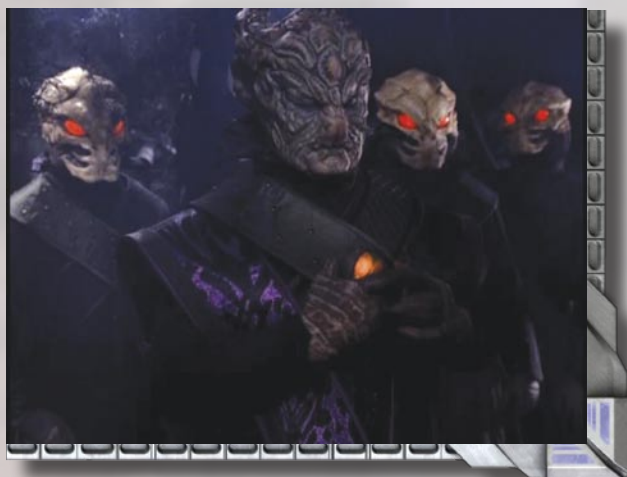
Assets: Limited. The *ifrit* are reliant on their alliances with other clans in order to survive; if they were not supported, they would have been driven out of the Protectorate almost as soon as they arrived there.

Holdings (as of 2262): Eudu, Tir.

Clan Kala

History & Philosophy: The *kala* clan have always had a special relationship with the Shadows. According to their legends, it was a *kala* who first made contact with the Shadows on Draas, and who raised the first temple to their dark majesty. The *kala* Priests insist that they were taught secret wisdom by the Shadows, secrets never learned by any other clan.

With the Shadows' aid, the *kala* expanded swiftly, enslaving four other clans who had fled from the black ships instead of worshipping them. With their survival assured, the *kala* began making deals and alliances with the other clans instead of continuing to conquer. The pre-eminence of the Emissary and Priest Castes over the Warriors likely began with the success of the *kala* in those early days.



When the Shadows vanished from Draas and the planet was abandoned, it was the *kala* who led the other arks out in search of fabled Z'ha'dum – and it was the *kala* who produced the Drakh Queen that saved the race from extinction and despair at Na'Quin. All these achievements have given the *kala* an arrogance that is not shared by any of the other clans. The other Drakh are humble in their way, conscious that they are servants of the Shadows, but the *kala* believe that they are truly the chosen *heirs* of the Shadows, and that they will one day be greeted by them as true equals.

The *kala* clan has an especially strong and respected Priest caste, which is very closely allied with its Emissaries. In the other clans, the Emissaries and the Warriors are normally strongly allied to counterbalance the religious and psychic power of the Priests. The *kala*'s Warrior Caste is very weak; they rely on the other clans for support when they need large war fleets, but prefer to work through pawns.

After the destruction of Z'ha'dum, the *kala* went to Centauri Prime. See pages 86-90 for details of their activities there.

Assets: The *kala* clan is the largest and most numerous of the surviving Drakh clans. It has no less than four clanships in its fleet, along with the most elaborate Templeship. The *kala* are also the most skilled of the Drakh in using organic constructs like Keepers and Dreamweavers. However, their large fleet means they have a great need for trade or conquest, to keep their ships flying.

Holdings (As of 2262): Centauri Prime, K0643.

Clan Kyne

History & Philosophy: The *kyne* are dismissed by the other clans as mere custodians. They have little influence in the Entire compared to the *kala* or *shan*, and never impressed the Shadows with their daring or insight into the vicissitudes of chaos. They are just quietly competent servants, patient and unimaginative.



They are perhaps, then, the most ruthless of the Drakh. The *kala* seek to continue the Shadow's philosophies and spread war and chaos to make other races stronger; the *shan* burn with the desire for revenge; even the *ifrit* display some emotion, even if it is mostly a very unDrakh-like nervousness. The *kyne* are placidly deadly. If they could wipe out all life in the galaxy, they would do so without blinking and go back to polishing the spines on a Shadow cruiser for the rest of eternity. The *kyne* have lost their empathy for other races; they desire to be the destruction that leaves nothing in its wake, no new growth or new hope.

Assets: Their lack of ambition and drive means that the *kyne* fleet is only middle-sized, and while it is undoubtedly well-maintained, it lacks the firepower of the *shan* or even the *kala*. The *kyne* fleet travelled beyond the League of Non-Aligned Worlds, to the borders of the Tal'Kon'ash Virtuality; what they are doing there is unclear even to the Entire.

Holdings: The *kyne* have taken over the Rohric system, on the edge of what was once the Dilgar Imperium. Rohric is a marginal colony world; the Dilgar were unable to make anything of it due to Rohric's unpleasant bacterial life, but the Drakh are millennia ahead of the Dilgar in biotechnology, and have easily adapted to the world's hostilities.

Clan Rohr

History & Philosophy: Drakh do not kill Drakh. The race is united through ancient bonds, through telepathy, through mutual loyalty to the glorious cause, through suffering, but still if the Drakh could fight, or even strenuously disagree, then the *rohr* would really hate the *shan*. The two clans were rivals back on Draas, and their rivalry continued even when they were both serving the Shadows. The *rohr* are the best fighters among the Drakh, both on the ground and in space. In addition to using organic technology to augment their Warrior Caste, they have bred superior, specialised fighters. The *rohr* have the most individuality of any of the Drakh; as a result of this, they have less sway in the Entire than any other clan.

When the Vorlons launched their Planet-Killer, the *rohr* fleet was sent to rescue various Shadow assets from the worlds near the Vorlon border. Their fleet encountered the Vorlons in a nameless system spinwards of Kokkar. The *rohr* ships were the best the Drakh had, but they were no match for the Vorlons' ancient technology. Over 30 percent of the *rohr* fleet was wiped out before they could even open a jump point, and the killing continued in hyperspace.

Less than a tenth of the *rohr* are still alive and they have lost their Templeship, meaning they have no way to produce more *rohr* clones. The clan's future is very bleak and there is growing sentiment among them to sacrifice themselves for the good of the Entire.

Assets: The *rohr*'s only notable remaining asset is their battle fleet of raiders and carriers, many of which escaped the Vorlon attack – or were beneath the notice of the mighty Star Dreadnoughts.

Holdings: None.

Clan Shan

History & Philosophy: The *shan* were once the architects of Drakh civilisation. On Draas, they were the most advanced of the clans, both technologically and culturally, until the Shadows came. The *shan* are conquerors, true, but they were also builders and traders. On a better world than Draas, the *shan* might have made a truly great civilisation.

The *shan* were at the forefront of the effort to recover the Yithri Guildship that allowed the clans to leave the dying world. It was the *shan* priests who brought the Drakh Entire gestalt mind into being, building on the limited telepathic ability bequeathed by the Shadows. While the Drakh have laboured to ensure the Entire is not biased towards any of the clans, the *shan* are said to know telepathic back doors in the group mind and wield disproportionate influence within the Entire.

During the Drakh's time on Z'ha'dum, the *shan* became especially loyal to the Shadows. They embraced the principles of evolution through conflict and chaos more fully than any of the other clans, including even the *kala*. With the departure of the Shadows, the *shan* went mad in the same way the Minbari did when Dukhat was killed, or the Vorlons did when Kosh Naranek died. The whole clan has become, utterly dedicated to *revenge*. All their potential – and if any of the Drakh could have moved out and become more than the shadow of a shadow, it was the *shan* – and, likely, all of their chances for survival are being sacrificed for *revenge*. Specifically, revenge on Sheridan and Delenn, but also revenge on Humans and Minbari, revenge on the Interstellar Alliance, revenge on the Vorlons and all their works, revenge on the whole galaxy...

It was the *shan* who drove the attack on Earth and who have filled the Entire with overwhelming malice. It is likely that the clan will not survive its clash with the Interstellar Alliance, and will probably drag the *kala* down with it... but the galaxy will burn so brightly as they die.

Assets: The *shan* fleet is large and quite powerful, and their influence among the other clans through the Entire allows them to requisition almost anything they need. The *shan* had the *kala*'s Centauri pawns get them the Death Cloud, for example. The *shan* also have more Shadowtech than any of the other clans.

Holdings: The *shan* have no real planets to call their own, but they do have contacts throughout the galaxy. Notably, they have allies in the Earth Alliance itself, as well as various Shadow bases on the Rim that were never rooted out by the Vorlons.

DRAKH CHARACTERS

Of all the races in the galaxy, the Drakh are perhaps closest to the Minbari. Both races would deny and abhor the comparison, but where the Minbari are passionate creatures enmeshed in a heritage of order, the Drakh are cold, orderly beings reborn to further the cause of chaos. Just as the Minbari are passionate, irrational *believers* in the Vorlons, the Drakh pursue chaos and conflict with the slow, detached methodology of the scientist.

As such, they are tremendously dangerous.

Personality: The Drakh are dominated by the desire for cruelty and vengeance. They want to make the other races *suffer* as they have suffered, die as they died. The Shadows were grooming the Drakh to be lords of chaos, but their preparations were only half-complete when the Shadows left the galaxy. The Drakh have all the darkness and alien hate of the Shadows, but it is not tempered by wisdom or loyalty to Lorien. In many ways, the Drakh are more like what the other races think the Shadows are than the Shadows themselves – nightmare monsters from beyond known space who want to destroy everything for their own frightful purposes. The Drakh believe themselves to be the heirs of the Shadows, and that they can guide and teach the younger races in the same way their masters did. They lack the ancient wisdom of the Shadows, though, and will likely destroy the other races instead of guiding them.

The Drakh are telepathic through the Entire, although their telepathy functions in a different manner to that of the other races. The Shadows engineered telepathy into the Drakh to allow them to interface with the organic technology and implants they would need to serve the Shadows properly.

Physical Description: It is difficult to describe a Drakh; members of the race regularly augment and alter themselves for specific missions and they also employ cloaking fields and stealth technology. Before augmentation, they are humanoids, slightly larger than the average Human, with scaly, faintly lizard-like faces.

Racial Traits

- ⑤ All Drakh are of Medium size.
- ⑤ Drakh have a base speed of 30 feet.
- ⑤ –2 Dexterity, +2 Intelligence. The Drakh are slow and calculating, but their cunning serves them well.

- ⑤ Drakh have a +4 racial bonus to Stealth checks when in shadowed areas and darkness.
- ⑤ A Drakh has a number of biotech ports equal to two plus its Con bonus. The number of biotech ports limits the number of implants and symbiotes the Drakh can merge with at any one time.
- ⑤ All Drakh can access the telepathic Entire and its sub-minds – see below.
- ⑤ Concentration is a class skill for all Drakh.
- ⑤ Automatic Languages: Drakh
- ⑤ Each Drakh also belongs to a clan, which further modifies his traits.

Clan Dacu

A dying clan, the Dacu are seen as throwbacks by the other Drakh.

- ⑤ *Dacu* gain the Veteran Spacehand proficiency for free, as well as a +2 bonus to Piloting checks.
- Favoured Class: Agent

Clan Ifrit

Known for their miserly attitude and cautious behaviour, the *ifrit* are perhaps the weakest of the surviving major clans – but survival has always been their strongest skill.

- ⑤ All *ifrit* characters gain the Endurance feat for free, and have a +2 bonus to all Technical or Operations skills.
- Favoured Class: Lurker

Clan Kala

The *kala* clan are close to the Shadows, the favoured sons of the darkness. As such, their influence in the Drakh is considerable, especially within the Entire itself.

- ⑤ All *kala* characters gain +5 Drakh and Shadow Influence.
- ⑤ Favoured Class: Diplomat

Clan Kyne

The *kyne* clan are dismissed by most Drakh as mere caretakers, but their patience and scholarly ways make them uniquely dangerous in the long run.

- ⑤ *Kyne* Drakh get a +2 bonus to all Knowledge skill checks
- Favoured Class: Scientist



Clan Rohr

The *rohr* claim to be the best of the Drakh warriors, but their defeat at the hands of the Vorlons means that their future is bleak.

- ⑤ A *rohr* may take a bonus feat at 1st level, but it must be selected from the list of bonus feats available to the Officer class at 2nd level.

Favoured Class: Officer

Clan Shan

The most dedicated of the clans, the *shan* are fanatical in their desire for revenge.

- ⑤ Once per day, as a free action, a *shan* may gain a +2 bonus to all Fortitude and Will saves for a number of rounds equal to 1 + his Wisdom bonus.
- ⑤ Favoured Class: Agent

DRAKH TELEPATHY

The Drakh are not natural telepaths. This is not an uncommon phenomenon, as the vast majority of telepaths in the galaxy today are not natural ones either, but are the result of Vorlon genetic engineering. However, the Drakh form of telepathy is very different to the common form. In most cases, it uses the Concentration skill instead of the Telepathy skill, as its focus is on discipline and information transfer instead of 'mind reading'.

The most important aspect of Drakh Telepathy is the Entire.

The Drakh Entire

A Drakh is never alone. Even when stationed on some isolated outpost on a dead comet a dozen light-years from the nearest star, the Drakh can fall back into his own mind and touch the Entire, the collective consciousness of the whole Drakh race. Other species have similar collective minds, like the Gaim or the Vree, but they are of a different order. The Entire was *grafted* onto the Drakh, instead of evolving naturally. By nature, each Drakh is an individual, so joining and serving the Entire is much more of a conscious and wilful decision for them.

A Drakh must concentrate to commune with the Entire. This attunement takes only a few seconds for a surface contact with the Entire, but Drakh who wish to delve into the species' collective memory-archive or consult with the higher minds must spend hours or even days lost in psychic reverie. Drakh are expected to commune at least once every few hours, disseminating useful information to the whole species. Not joining regularly with the Entire is seen as madness and heresy, and Drakh who fail to share are either shunned or executed.

The Entire is not a monolithic whole; it is a consensus, a commingling of individual minds. The Drakh speak of the Entire sometimes as if it was an individual ('*the Entire commands*

it'), and different factions and clans can be treated as individual 'higher minds' within the telepathic commune. For example, all the *kala* Drakh might think a certain way, which is functionally identical to there being a *kala* higher mind within the Entire.

The Entire is maintained using reefs of cloned brain-tissue stored on the Templeships. These reefs provide the 'infrastructure' of the psychic communion, storing information and relaying telepathic signals. Shadowtechnology devices (similar to the telepath rigs found on the frozen telepaths in *Ship of Tears*) boost the effective range of the reefs, ensuring that the Entire can reach anywhere in the galaxy. The loss of a Templeship severely traumatises the Entire – the destruction of the *rohr* clanship in Vorlon space in 2261 shocked the Drakh, which is why their initial attempts to infiltrate the Minbari were so clumsy compared to the *kala*'s efforts on Centauri Prime.

Accessing the Entire

The Entire can be accessed in three distinct ways. A Drakh can just make a *surface* contact, allowing him to transfer basic information back and forth swiftly and easily. He can make a *deep* contact, which allows him to interrogate the collective intelligence of the race. Finally, he can *commune*, which allows him to engage in debate and discussion with the other minds. *Communing* is necessary to use Drakh Influence (see page 29).

When a Drakh contacts the Entire, he can cut off the contact at any time as a free action. He must also make a Concentration check each round to maintain contact in hazardous or distracting circumstances, or if injured, as per the normal Concentration rules.

Surface: To make a *surface* contact, the Drakh must make a Concentration check as a move action. The DC varies depending on the situation (see *Babylon 5 2nd Edition*, page 70-71). A single successful check allows the Drakh to establish a *surface* contact.

While in *surface* contact, the Drakh suffers a –2 penalty to all attack rolls and skill checks, due to the distraction of having telepathic messages popping into his mind constantly. Even at the *surface* level, the Drakh receives more telepathic information from the Entire than any normal telepath gets during a telepathic conversation, hence the distraction penalty.

Surface contact allows the Drakh to use the *message* telepathic ability each round (see *Babylon 5 2nd Edition*, page 128-130) with any other Drakh in the Entire. The Drakh can also send messages to the Entire as a whole, as well as receive messages.

Deep: To establish a *deep* contact with the Entire, the Drakh must make five successful Concentration checks in a row. Most Drakh just meditate to establish a *deep* contact, taking 10 or 20 on their Concentration checks until contact is established.

While in *deep* contact, the Drakh suffers a –4 penalty to all attack rolls and skill checks, as most of his mind is focused on the Entire and not his physical surroundings.

A Drakh in *deep* contact with the Entire can draw on its knowledge and memories. He may make any Intelligence-based skill checks as if he was trained in that skill. Furthermore, each minute spent gathering further information from the Entire gives the Drakh a +2 bonus to his skill check, to a maximum bonus of +20 for most Intelligence-based skills. The exceptions are Investigate and any Knowledge (culture) skills for races the Drakh have only contacted recently (basically, any non-Shadowtainted race), which are limited to a bonus of +10.

The Data Access feat applies to this use of the Entire, allowing the Drakh to get the +2 bonus in half the time.

Communion: This is the most complete form of union with the Entire; the Drakh's mind essentially leaves his body and enters wholly into the telepathic communication. In this level of communication, the Drakh's thoughts and desires become perceptible to all other Drakh, and a consensus forms based on this collective consciousness. The Drakh do not even bother trying to speak of communion with the Entire in weak, ill-fitting words; a Human telepath who scanned a communing Drakh described it like *'being part of a choir in a great, dark cathedral, where the echoes of my voice were subtly changed and came back different, but still the same...'* A Drakh individual's importance is measured by his sway in the Entire.

To enter into *communion*, the Drakh must make five Concentration checks in a row. While in *communion*, the Drakh suffers a -8 penalty to all attack rolls and skill checks. The benefit is that he can use Drakh Influence through the Entire.

Group Minds

Smaller groups of Drakh can also form collective minds. Obviously, these collectives have only a fraction of the intellect and memory of the Entire, but they do give the Drakh a level of co-ordination and tactical awareness equalled only by elite telepathic squads like the Black Omegas, or the best-trained special forces. A squad of Drakh Warriors can share information between themselves instantly, warning each other of danger and pointing out targets. Orders are transmitted at the speed of thought. Group minds are also used by task forces of Drakh, to co-ordinate repairs on a damaged ship for example.

Forming a Group Mind

Thanks to the biotech reefs on the Templeships, the Entire is permanently active. Group minds are not permanently active; they must be set up by the Drakh participating in them. This requires that each Drakh enter into *communion* with the Entire at the same time, which allows their group mind to 'bud off' from the Entire.

A group mind must also be maintained; as long as two or more members of the group are conscious, then the



group mind exists. However, if only one member is conscious, then he must concentrate to keep the group active by staying in *surface* contact with the mind at all times.

Accessing a Group Mind

A group mind is accessed in exactly the same way as the Entire, by making Concentration checks. Again, a contact can be *surface* or *deep*. *Surface* contacts allow the Drakh to communicate with other members of the mind. *Deep* contacts allow the Drakh to consult with the other members of the group mind, so he can use the skill bonus of any other Drakh in the group for Intelligence-based skill checks.

ORGANIC TECHNOLOGY

The Drakh form of telepathy is especially suited for interfacing with organic technology. A Drakh need only touch a Keeper, for example, to instantly learn all that the Keeper has seen and heard. Organic weapons can be fired with a thought; living machines can be guided and shaped by telepathic commands.

Organic Control

A Drakh can issue telepathic commands to any organic device within line of sight that was nurtured in one of his biotech ports, or any piece of Drakh organic technology that he is touching. Complex commands require a Concentration check.

Symbiote Telepathy

More insidiously, a Drakh can use a merged symbiote as an interface with the mind of another creature. If a character has merged with a symbiote, then a Drakh can use Organic Control like 'normal' telepathy. For example, the Keeper merged with Emperor Londo Mollari grew within the nourishment pouch of the Drakh Shiv'kala. Shiv'kala can therefore use Symbiote Telepathy on Londo with a range of line of sight. Another Drakh would have to touch the Keeper to access Londo's mind.



Symbiote Telepathy works like normal telepathy (see *Babylon 5 2nd Edition*). The Drakh must use the Telepathy skill as normal. His effective P-rating in this context depends on his Concentration skill.

Concentration Skill	'Virtual' P-Rating
<4	3
5-8	4
9-12	5
13-16	6
17+	7

If the symbiote being used was nurtured by the Drakh, his effective P-rating is boosted by +4. He also gets a +4 bonus to all Telepathy checks made through the symbiote.

The following Telepathic abilities can be used by the Drakh through Symbiote Telepathy:
Daze, Deep Scan, Message, Nerve Stimulation, Pain, Second Sight, Surface Scan, Warning.

Example: Shiv'kala has a Concentration skill of +15, giving him a P-rating of 6 when using Symbiote Telepathy. Furthermore, the symbiote was nurtured by Shiv'kala, giving him a +4 bonus, bringing him up to 10.

DRAKH FEATS

All of these feats are Drakh only.

Combat Attunement

You can attune to the Entire with ease even in adverse circumstances.

Prerequisite: Concentration 4 ranks.

Benefit: You gain a +4 bonus to all Concentration checks made to attune to the Entire or a group mind.

Extra Biotech Port

You have an extra biotech port, allowing you to carry an extra implant or symbiote.

Benefit: You have an extra biotech port installed in your body.

Improved Symbiote Telepathy

You are especially attuned to your symbiotes.

Prerequisite: Concentration 4 ranks.

Benefit: You gain a +4 bonus to all Telepathy checks made when using Symbiote Telepathy. Furthermore, Telepathy is a class skill for you.

Silent Tread

You can move in utter silence.

Prerequisites: Concentration 4 ranks, Stealth 4 ranks.

Benefit: So long as you move at one half of your base speed or less and are unencumbered and not suffering from an armour check penalty, you can move in virtual silence. You can Take 20 on Stealth checks for moving silently in these circumstances (it takes no extra time for you to Take 20 in this case).

Psychic Twitch

You are especially close to the Entire, allowing you to pick up on psychic signals from other Drakh even when not attuned.

Benefit: You cannot be surprised, caught flat-footed or flanked by an attacker so long as one other Drakh is also aware of the attacker.

DRAKH INFLUENCE

Like the Minbari, the Drakh Influences broadly correspond to the various Influences; the Priests and Emissaries control politics, the Warriors hold sway over the military and so forth. All Drakh Influences flow through the Entire; therefore, Drakh characters do not gain contacts from Drakh Influence. In the unlikely event that a non-Drakh gains Drakh Influence, then he gets contacts as normal.

While the Drakh have considerable power, their ability to influence others is very limited. They do not engage in trade with any other race,

Drakh Political

Description: This is the purest measure of sway within the Entire. Few Drakh outside the Priest and Emissary caste have

Shadow Influence, Post-2261

Characters with Shadow Influence can convert it into Drakh Political Influence on a 1:1 basis by making contact with the Drakh.

Named Drakh

If a character has an Influence of +15 in the appropriate Influence for his caste, he qualifies for a name and joins the Council of the Named for his caste. This gives him +5 to any one Drakh Influence.

any real political influence. While the various Councils of the Named do have some power, the Entire and the Drakh's collective belief in the teachings of the Shadows are the real masters of the race's destiny.

Obtained By: Furthering chaos, being associated with the Shadows.

Contacts: Drakh Emissaries.

Pressures: Any Drakh.

Resources	DC
Information on Drakh history and theology	10
Access to the cloning banks to get a symbiote	12
Access to the priests' secret archives	15
Use of a Raider detachment or a cruiser; use of a minor Shadowtech device	20
Being allowed onto a Templeship; having a lesser Drakh shunned	25
Diverting a clanfleet; use of a significant Shadowtech device	30
Declaring war on a major power; changing the Entire's mind	40

Drakh Social

Description: Drakh Social Influence is of limited use, as their society is so dominated by the vengeance-fuelled desires of the Entire. Social Influence is really only effective within the clanfleets.

Each of the clans is currently (as of the 2260s) active in a different area of the galaxy, with contacts among the younger races there. Drakh Social Influence for some of the clans can be used to pressure the Influences of these other races, as follows:

Clan	Pressures...
Kala	Centauri Political, Social
Shan	Earth Military, Psi Corps
Ifrit	Minbari Military

Obtained By: Protecting the clanfleets; serving the clan's interests; finding planets suitable for harvesting.

Contacts: Drakh Custodians; Clanfleet captains

Pressures: Any Drakh; some younger race influences (see above)

Resources	DC
Use of a shuttlepod or cargo ship	10
Use of an implant	15
Use of an augmentation	20
Use of a mothership	30
Choosing which planet will be harvested	40

Drakh Economic

Description: The Drakh function on a military economy, where every resource is allocated to the maintenance and defence of the clanfleet and the furthering of the Drakh's goals. Characters with a high Drakh Economic Influence can choose how the gathered resources are spent to a degree, but the Entire's commands are paramount.

Obtained By: Commanding a ship in the fleet; mastering a technical skill

Contacts: Drakh Custodians

Pressures: Any Drakh

Resources	DC
Use of an implant	10
Use of an augmentation or symbiote; access to 1,000 Credits	15
Use of a raider detachment; establishing a secret base	20
Constructing a major colony; access to 25,000 Credits	30
Constructing a new mothership	40

Drakh Military

Description: The Drakh Military is the hand of darkness in the modern galaxy. While the vanguard of their military forces are part of the clanfleet, the few ships that operate secretly outside in the galaxy at large tend to be assigned to one covert mission after another; therefore, characters who have Drakh Military Influence can get the use of quite powerful ships with ease.

Obtained By: Furthering the cause of chaos.

Contacts: Drakh Captains and Warriors

Pressures: Any Drakh

Resources	DC
Requisitioning a squad of Drakh Warriors for light duty.	10
Use of a Light Raider.	12
Requisition a squad of Drakh for guard duty; Use of a Heavy Raider.	15
Use of a Light Cruiser; requisitioning a squad of Warriors for combat duty; use of an augmentation	20
Use of a Carrier.	25
Blockading a system; use of a Battle Cruiser.	30
Deployment of a battle group; use of Shadowtech weapons.	40

PRESTIGE CLASSES

All these prestige classes are available to Drakh characters only under normal circumstances. As most of them rely on Drakh biotechnology and augmentations, non-Drakh can only follow these paths if they have Drakh Influence +15 or more.



THE DRAKH PROPHET

Blessed are we, who do the work of the gods, who bask in their sacred darkness, who hear the endless chattering of their divine name! Naked are we before their burning eyes, which see into our souls and weigh them! Each time we enter into the holy places of the Templeship, we risk annihilation in the abyss of their gaze— but the joy of chaos is worth any risk!

No being can stand in the presence of the First Ones and be unchanged by the experience. You cannot look into the abyss of time that separates the younger races from the elders without seeing something of the divine. The Drakh Priests worshipped the Shadows and the Priests who looked deepest in the darkness became Prophets. When the Drakh left the dying planet of Draas, they followed the visions of the holy Prophets, and the Prophets led them to Z'ha'dum.

The Drakh Prophets are attuned to the Shadows. During the long intervals between Shadow wars, the Prophets could interpret the dreams of the sleeping masters, to guide the Drakh as they prepared for the next tide of chaos. Now, with the Shadows gone, the few surviving Drakh Prophets are trying to emulate their masters as much as possible, walking down the same ruinous path into the void.

Additional Hit Points: 2.

Requirements

To qualify to become a Drakh Prophet, a character must fulfil all the following criteria:

Skills: Diplomacy 5 ranks, Intrigue 5 ranks, Knowledge (history) 10 ranks, Knowledge (philosophy) 10 ranks, Sense Motive 5 ranks.

Feats: Iron Will.

Influence: Drakh Political Influence 15.

Biotech: Shadow Speech Implant

Class Skills

The Prophet's class skills (and the key ability for each skill) are Diplomacy (Cha), Knowledge (biology)(Int), Knowledge (chemistry)(Int), Knowledge (history)(Int), Knowledge (philosophy)(Int), Medical (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Telepathy (Cha)

The Drakh Prophet

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+1	+1	+2	+0	Initiation
2 nd	+1	+1	+1	+3	+1	Precognition
3 rd	+2	+2	+2	+3	+1	Shadow Dreams
4 th	+3	+2	+2	+4	+2	Improved Precognition
5 th	+3	+3	+3	+4	+3	Shadow Self

Skill Points at Each Level: 4 + Int modifier.

Additional Influence: The Prophet's Drakh Political and Drakh Social Influence both increase by +2 each level. He also gains +1 to one other Influence.

Class Features

All of the following are class features of the Drakh Prophet prestige class:

Weapon Proficiency: The prophet gets no extra weapon proficiencies.

Initiation: The prospective Prophet is brought on board a Templeship for the rites of initiation and sanctification. This blessing gives the Prophet immense pull with his contacts and allies. The penalties for requesting further aid are reduced by –2 when requesting further aid from a Drakh Influence within a week, or –1 penalty for further aid for a non-Drakh Influence. This stacks with the Powerful Influence ability of the 9th level Diplomat.

Precognition: The Prophet's attunement to the Shadows works through the Drakh's engineered telepathy and first manifests as mild precognition by tracing the flows of probability. The Prophet can now use the Danger Sense telepathic ability, and can even detect non-sentient sources of danger.

Shadow Dreams: The Drakh Prophet now begins to share the dreams of the Shadows when he sleeps. These alien dreams are unsettling and nightmarish even to a Drakh but they can bring great insight to the Prophet – he might dream of long-dead alien worlds that still contain useful technology, or of individuals who were touched by the Shadows and can be of use to the Drakh. These dreams occur infrequently, at the discretion of the Games Master.

The nightly ordeals do have their effect on the Drakh, however, giving him a +2 bonus to Fortitude and Will saves thanks to his ascetic nature.

Improved Precognition: The Drakh's precognitive ability improves, giving him a +2 bonus to Initiative, Reflex saves and Defence. Furthermore, he sometimes receives precognitive flashes about the probable future of an individual when he touches them. The Drakh must make a Telepathy check (DC 20) to get such a flash.

Shadow Self: Finally, the Drakh's sympathy for the darkness is so strong that it partially enfolds him. The Drakh fades into the shadows, phasing in and out of reality as we know it like a sliding Shadow. This gives any attacks on the Prophet a 20% miss chance.

Furthermore, by concentrating, the Prophet can phase out of our reality altogether, enabling him to walk in the unknowable dark dimensions that the Shadows partially exist in. Doing so requires a Concentration check each round, starting at DC 15 and increasing by +1 DC each round of phasing. If the Prophet is not phased, and fails his Concentration check, then he stays in normal space. If he is phased when he fails a Concentration check, then he is lost in the other dimensions and will likely never return unless rescued by a Shadow or another Prophet.

While phased, the Drakh is immune to all attacks and can pass through solid matter.

VOICE OF THE SHADOW

What do you want?

The position of Voice of the Shadow is an ancient and respected role amid the Drakh, given to the most experienced and important emissaries. The Voice of the Shadow was once expected to speak not only for the Entire but for the Shadows themselves and all their other minions. The Voice of the Shadow whispered to the Taratimude and seduced them into technomancy; it made races rise up and make war on their neighbours; on a thousand worlds, the Voice of the Shadow whispered *'what do you want?'* and listened intently to the answers.

There was no true Voice of the Shadow in the most recent Shadow War; the Shadows instead chose to exalt Humans to positions once held by Drakh. The enigmatic Mr Morden acted as the Voice of the Shadow for this cycle of chaos.

Since the death of Morden and the departure of the Shadows themselves, each of the Drakh clans has produced at least one Voice of the Shadow to deal with their plots for the younger races. While these new Voices can only speak for the Drakh, and not all the darkness, they are just as persuasive and dangerous as their predecessors. The best known is perhaps Shiv'kala, the Drakh who controlled Emperor Londo Mollari during their occupation of Centauri Prime.

Additional Hit Points: 2.

Requirements

To qualify to become a Voice of the Shadow, a character must fulfil all the following criteria:

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Intrigue 8 ranks, Sense Motive 8 ranks, Subterfuge 8 ranks

Feats: Improved Symbiote Telepathy, Alien Empathy

Influence: Drakh Political Influence +10, Any Other Political Influence +10.

Biotech: Shadow Weave Augmentation, Speech Implant

Class Skills

The Voice of the Shadow's class skills (and the key ability for each skill) are Athletics (Str), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (specific culture)(Int), Knowledge (specific local)(Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex) and Subterfuge (Dex)

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: The Voice of the Shadow's Drakh Political and Drakh Social Influence both increase by +1 each level. He also gains +2 to one other Influence.

Class Features

All of the following are class features of the Voice of the Shadow prestige class:

Weapon Proficiency: The Voice of the Shadow gets no extra weapon proficiencies.

Sympathy: The Voice of the Shadow must understand and even love the races that he brings under the aegis of his Shadow Masters. This sympathy gives him a +2 bonus to Bluff, Diplomacy, Intimidate and Sense Motive checks made against members of any race for which he possesses the Alien Empathy feat. Furthermore, he no longer suffers any non-familiarity penalties for using their technology.

Improved Keeper: The Voice of the Shadow traditionally uses Keeper symbiotes to control his minions and agents, so he is sent only the choicest Keeper embryos for incubation in his nourishment pouch. He gets a +4 bonus to Telepathy checks made when using symbiote telepathy and his Keepers gain a +2 bonus to all their ability scores.

Improved Pressure: The Voice of the Shadow is adept at manipulating and pressuring others. The character must choose a Political Influence when this class ability is acquired. When the Voice of the Shadow uses this chosen Political Influence to pressure another Influence, then the pressure attempt does not suffer the usual -5 penalty for pressuring; the full value of the Influence is used.

Contact: The Voice of the Shadow gains a Contact, as per the normal Contact feat.

Spies & Secret Ways: When Shiv'kala came to the Centauri Imperial Palace, he knew every secret pathway and spyhole within days of arriving, even ones long since lost to the Centauri themselves. When a Voice of the Shadow came to an EarthForce outpost, he found hidden compartments and computer backdoors that not even the original designers could have imagined. The Voice of the Shadow gains a +4 bonus to Stealth and Investigate checks made in a structure or area that he has studied for at least one week.



The Voice of the Shadow

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+1	+1	+2	+0	Sympathy, Improved Keeper
2 nd	+1	+1	+1	+3	+1	Improved Pressure, Contact
3 rd	+2	+2	+2	+3	+1	Spies & Secret Ways
4 th	+3	+2	+2	+4	+2	Improved Pressure, Contact, Improved Dreamweaver
5 th	+3	+3	+3	+4	+3	Voice of the Shadow

Furthermore, the Voice is adept at creating spy networks and using probedust. The Voice of the Shadow may always take 10 on Intrigue checks when gathering information, and automatically makes one such check each day, looking for rumours of threats or other dangers to the Shadows' plans.

Improved Dreamweavers: This functions just like the Improved Keepers ability, but applies to Dreamweavers instead.

Voice of the Shadow: At 5th level, the Voice of the Shadow speaks for the darkness and the Entire. He gains a +4 inherent bonus to Charisma. Furthermore, before 2260, he is always accompanied by one Shadow or other bodyguard creature, like a Shadow Soldier. After the Shadows depart, the Voice no longer has such allies, but instead gets one Shadow artefact that will be useful to him.

CULLMASTER

Evolution through bloodshed. Victory through conflict. Let those who would retard the progress of life be slain; let those who lose the conflict drown in their own blood!

The rank of Cullmaster is an honoured one among the Drakh. In previous Shadow wars, the races which proved themselves to be weak and unable to survive the tides of chaos often lingered on in a troublesome fashion. The race might be dead, but a few million aliens were still an irritatingly powerful force. Furthermore, such remnants had a habit of taking up useful worlds that really could be put to better use by younger, more vital species. The Cullmasters were in charge of cleansing the galaxy of any races that the Shadows deemed had failed and were never going to thrive. In ages past, the Cullmasters commanded vast fleets of Battle Cruisers, scouring whole worlds clean of unworthy life forms.

However, after the great defeat in the wake of Valen's arrival, the position of Cullmaster fell into disuse; the Drakh were in no position to wipe out any species, and were in fact fighting for their own survival. Now, with the Shadows gone, the Drakh have revived the title of Cullmaster for the Warrior Caste commanders. This time, though, the species to be culled are not the weak and the dying, but the triumphant races of the Humans, the Minbari and all the others who drove the Shadows away.

The Cullmasters are not just generals – they are bred and trained to be *butchers*, to wipe out whole planets quickly and efficiently. They are a horror not seen in the galaxy since the days of the Dilgar War, masters of plague warfare and genocide. The massive attack on Earth, for example, was conceived of and planned by the *shan* Cullmaster.

Additional Hit Points: 3.

Requirements

To qualify to become a Cullmaster, a character must fulfil all the following criteria:

Skills: Intimidate 4 ranks, Knowledge (tactics) 8 ranks, Operations (gunnery) 4 ranks, Operations (piloting) 4 ranks, Operations (systems) 4 ranks.

Feats: Veteran Commander/Veteran Pilot/Veteran GROPOS, Veteran Spacehand, Inspiring Combatant

Influence: Drakh Military +5

Class Skills

The Cullmaster's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Computer Use (Int), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (astrophysics)(Int), Knowledge (biology)(Int), Knowledge (chemistry)(Int), Knowledge (engineering)(Int), Knowledge (tactics)(Int), Medical (Int), Notice (Wis), Operations (all)(Int), Pilot (Dex), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex), Technical (all) (Int)

Skill Points at Each Level: 4 + Int modifier.

Additional Influence: The Cullmaster's Drakh Political and Drakh Military Influence both increase by +1 each level. He also gains +1 to one other Influence.

Class Features

All of the following are class features of the Cullmaster prestige class:

Weapon Proficiency: The Cullmaster gains heavy weapons proficiency.

Slaughter: When this ability is acquired, the Cullmaster may choose one of the following options:

- ⑤ The Cullmaster gains a +2 bonus to all damage rolls. This option may be chosen more than once.
- ⑤ Any characters reduced to negative hit points by the Cullmaster may not stabilise naturally; they must get medical aid. Characters with the Die Hard or Vision of Death feat

The Cullmaster

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+2	+1	+1	+0	Slaughter, Atrocity
2 nd	+2	+3	+1	+1	+1	Lord of Terror
3 rd	+3	+3	+2	+2	+1	Slaughter
4 th	+4	+4	+2	+2	+2	Improved Atrocity
5 th	+5	+4	+3	+3	+3	Slaughter

are immune to this ability.

- ⑤ When commanding a spacecraft or vehicle, the Cullmaster may increase the damage dealt by the vehicle's attacks by 10%, rounding down. This option may be chosen more than once.
- ⑤ When commanding a spacecraft or vehicle, all skill and attack rolls made by the crew gain a +1 morale bonus. This option may be chosen more than once.

Atrocity: The Cullmaster excels at killing large numbers of people and sowing chaos in surprise attacks. If the Cullmaster launches an attack on a civilian or other non-military target that kills a sizable number of creatures, then all creatures of that species suffer a -2 penalty to Knowledge (tactics) checks made against the Cullmaster, due to their overwhelming disgust or desire for revenge.

Lord of Terror: Enemy forces who know they are facing a Cullmaster know that they are about to encounter a foe who has the blood of billions on his hands and who will not hesitate to add their lives to his tally of kills. The thought of such a merciless, ghastly foe is unsettling even for hardened soldiers. All characters who know they are facing a Cullmaster must make a Will save (DC equals 10 + the Cullmaster's Charisma modifier) or be *shaken* for the entire battle. Any effect that allows a character to ignore suppression also allows him to ignore being *shaken* due to this effect.

Improved Atrocity: The penalty to Knowledge (tactics) checks made against the Cullmaster increases to -4.

DRAKH COMMANDO

We live for the Entire. We die for the Entire.

Like the Rangers, the Drakh are expected to live and die in the shadows, fighting a hidden war whose full scope and casualties will never been seen by most of the galaxy. Drakh Commandoes are elite special forces agents of the Entire; they are genetically engineered killing machines, intensively trained for years and inculcated with a fanatical belief in the rightness of the Drakh cause. They fight and they die, and no-one will ever know their heroism, their determination, or the true nature of the horrors they would loose on the galaxy.

Drakh Commandoes have a unique status in the Entire. When a Drakh is chosen to become a Commando, his genetic material is automatically placed in a Templeship for use in the next generation of Drakh, because he is considered to *already* have heroically sacrificed his life in the service of the darkness. The Commandoes act as if they are already dead, so the terrible Drakh fanaticism is redoubled in them; they are the dead heroes of a dead race, so there is nothing in the galaxy they fear.

Drakh Commandoes have been known to throw themselves into battle against even Vorlon ships without hesitation; during the near-destruction of the *rohr*, the self-sacrifice of their Drakh Commandoes bought time for a few ships to escape the Vorlon armada.

Most Drakh covert operations on alien worlds are carried out by Commandoes, who have the skills and determination to face any threat.

Additional Hit Points: 3.

Requirements

To qualify to become a Drakh Commando, a character must fulfil all the following criteria:

Skills: Athletics 5 ranks, Intimidate 5 ranks, Medical 5 ranks, Notice 5 ranks, Operations (any one) 5 ranks, Pilot 5 ranks, Stealth 5 ranks.

Feats: Nerves of Steel, Die Hard, Improved Fire Control or Point Blank Shot.

Biotech: Regeneration augmentation

Class Skills

The Drakh Commando's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Computer Use (Int), Drive (Dex), Intimidate (Cha), Investigate (Int), Medical (Int), Notice (Wis), Operations (any)(Int), Pilot (Dex), Stealth (Dex), Subterfuge (Dex) and Technical (any)(Int).

Skill Points At Each Level: 2 + Int modifier.

Additional Influence: Drakh Commandoes gain +1 Drakh Military Influence per level.

Class Features

All of the following are class features of the Drakh Commando prestige class:



Weapon Proficiency: The Drakh Commando gains Armour Familiarity, Pistol and Heavy Weapons Proficiency

Determination: When injured, the Commando fights as one who is already dead – and thanks to his Regeneration augmentation, he can endure terrible wounds before being eliminated. The Commando can fight and stay conscious when at negative hit points, but suffers a penalty to all attack rolls and skill checks equal to his current hit points. For example, a Commando at –5 hit points would suffer a –5 penalty to all checks.

Bonus Feat: The Commando gains a bonus feat at 2nd and 4th levels, which can be any of the following: Alertness, Blind-Fight, Brawler, Combat Expertise, Exotic Weapon Proficiency (any), Far Shot, Great Fortitude, Hobby, Improved Critical (any), Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Lightning Reload, Marksman,

Martial Arts, Point Blank Shot, Precise Shot, Run, Spacecraft Proficiency, Surface Vehicle Dodge, Surface Vehicle Proficiency, Toughness, Two-Weapon Fighting, Weapon Focus (any), Weapon Proficiency (any), Weapon Specialisation (any).

Master of Stealth: The Commando is trained at attacking using stealth. The penalty to his Stealth checks made after attacking is reduced to –10.

Improved Determination: The penalty to the Drakh's attack rolls and skill checks when reduced to negative hit points is halved (rounding down). For example, a Drakh at –5 hit points would only suffer a –2 penalty to attack rolls and skill checks.

Death Strike: If a Drakh Commando aims for three rounds, it can perform a Death Strike. This functions as a normal attack, but the victim must also make a Fortitude save (DC equals DC 10 + the Commando's class); if the Fortitude save fails, then the victim dies. The Commando may aim even when preparing for a melee attack using this ability.

The Drakh Commando

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+2	+1	+1	+0	Determination
2 nd	+2	+3	+1	+1	+1	Bonus Feat
3 rd	+3	+3	+2	+2	+1	Master of Stealth
4 th	+4	+4	+2	+2	+2	Bonus Feat, Improved Determination
5 th	+5	+4	+3	+3	+3	Death Strike

SHADOWKEEPER

There is a huge gas giant, a hundred jumps away from Z'h'a'dum. Deep in its atmosphere, where the pressure is so great that hydrogen becomes a solid, and the gravity well curves space-time, beyond the reach even of the eyes of the Vorlons, there sleeps a creature. In form, she is like a tremendous fish, with continents of ice cascading from her obsidian flanks. A single Drakh tends to the workings of her cyclopean brain, untangling the twisted ganglia that spark once a millennium.

He has loved her for fifty thousand years.

The Shadows scattered hidden bases throughout known space, burying them deep in the soil of distant worlds, watching over their sleeping spacecraft and spying on the Vorlons. Other bases contained arsenals of ancient doomsday weapons, or incomprehensible machines functioning in dimensions unknown and unimagined by the lesser beings. On some worlds, there are endless labyrinths of night beneath sun-soaked deserts, where an unfortunate could wander for aeons without finding a way out; in other systems, there are gas giants with Shadow-constructed rings of black metal.

The Drakh monks assigned to watch over these epic structures are the Shadowkeepers. Even for Drakh, they are strange; having adapted to their long vigils in continent-sized living machines they are more attuned to the needs of biotechnological nightmares than they are to other beings. Some Shadowkeepers are renowned as sages; as many Shadow machines are self-maintaining under most circumstances, their Keepers have plenty of time to study and perform research.

It is rare for more than one Shadowkeeper to be encountered at a time; they are solitary beings, spending lonely lives in the bowels of their charges. IPX expeditions or other tomb raiders who believe they can loot the bases abandoned by the Shadows will find that the keepers of those installations are still loyally watching over them, even if their builders have departed the galaxy.

Additional Hit Points: 1.

Requirements

To qualify to become a Shadowkeeper, a character must fulfil all the following criteria:

Skills: Concentration 8 ranks, Knowledge(biology) 8 ranks, Notice 8 ranks, Stealth 8 ranks

Biotech: Adaptation augmentation.

Class Skills

The Shadowkeeper's class skills (and the key ability for each skill) are Investigate (Int), Knowledge (any)(Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (any)(Int), Pilot (Dex), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any)(Int).

Skill Points at Each Level: 2 + Int modifier.

Additional Influence: Shadowkeepers gain +1 Drakh Social Influence each level.

Class Features

All of the following are class features of the Shadowkeeper prestige class:

Weapon Proficiency: The Shadowkeeper does not gain any new weapon proficiencies.

Guardian Attunement I: The Shadowkeeper gains +5 hit points and a +1 bonus to all skill checks made within the confines of the base it is attuned to.

Secret Ways: The Shadowkeeper gains a +4 bonus to Stealth and Investigate checks made in the structure he is attuned to.

Machine Telepathy: The Shadowkeeper is telepathically connected to the structure he guards. He can sense when it is in distress or when parts of the machine are active. This allows him to sense changes and movement within it. He gains a bonus to Notice checks equal to half his Telepathy skill ranks.

Guardian Attunement II: The Shadowkeeper gains +10 hit points and a +2 bonus to all skill checks made within the confines of the base it is attuned to.

Machine Control: The Shadowkeeper can now control the structure through Telepathy. He may make a Telepathy check to trigger changes in the structure, such as opening doors, activating defences, switching on million-year-old jumpgates to Thirdspace and so forth. The DC for these checks vary from DC 10 for simple checks to DC 30 for complicated manoeuvres.

The Shadowkeeper

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+2	+1	+1	+0	Guardian Attunement I, Secret Ways
2 nd	+1	+3	+1	+1	+1	Machine Telepathy
3 rd	+2	+3	+2	+2	+1	Guardian Attunement II
4 th	+2	+4	+2	+2	+2	Machine Control
5 th	+3	+4	+3	+3	+3	Guardian Attunement III



Guardian Attunement III: The Shadowkeeper gains +15 hit points and a +3 bonus to all skill checks made within the confines of the base it is attuned to.

DRAKH TECHNO-MAGE

The old mages were faithless and false. We are true to the darkness.

For a thousand years, the Drakh have supplied the Techno-Mages with the implants, chrysalises and other devices they need to make new mages. From master to apprentice, the lore of the Tech is passed onto the next generation of wizards – but this lore would be useless without the biotechnological implants grown and harvested by the Drakh.

When the first Techno-Mages were created, the Shadows forbade the Drakh from joining their order, and this prohibition was obeyed for a thousand years. The Techno-Mages rebelled against the Shadows, but the Drakh continued to honour their compacts with the mages and kept supplying them with tech. Now, though, the Shadows are gone and the Techno-Mages have

turned wholly against the darkness. The pacts are broken and the Drakh will never again bring chrysalises to the convocations of the mages.

The tech is still in the hands of the Drakh, though, and since the Shadows are gone, so too is their prohibition about using the tech themselves. There has always been an undercurrent of bitterness and jealousy in the Drakh psyche towards the Techno-Mages, and they began using the tech with what can only be described as glee.

Three attempts and three violent explosions later, the Drakh realised that making their own Techno-Mages might be a bigger challenge than they realised. While they have access to all the tech they need, the Drakh have no idea of how to use it; no conception of the massively complex and personalised spell languages developed by successive generations of mages to interface with the tech implants. By contrast, the existing Techno-Mages have no way to get new tech, but are the only people in the galaxy who can teach new mages.

The Drakh do have access to a few renegade or failed Techno-Mage apprentices, as well as various Shadow archives and mage

The Techno-Mage Fact Book

- ⑤ If you have access to the *Techno-Mage Factbook* then you can use the following rules for Drakh Techno-Mages instead if you wish:
- ⑤ Drakh Techno-Mages begin knowing (5 + Int bonus) spells and gain (1 + Int Bonus) spells each level.
- ⑤ Drakh Techno-Mages do not have a Chrysalis.
- ⑤ Drakh Techno-Mages start with 10 + 1d6 + Con bonus + Cha bonus Power Points and gain 1d4 + Cha bonus points each level.
- ⑤ Drakh do not need to select a mental focus for their art; they interface with the tech directly.
- ⑤ Drakh Techno-Mages must select a Primary Aptitude and Weaknesses as normal.
- ⑤ Drakh Techno-Mages can access the Techno-Mage FTL network, but the Magery DCs for any spells cast through the Techno-Mage network are increased by +15. Drakh Techno-Mages can use the Entire in much the same way the Techno-Mages use the FTL network.
- ⑤ A Drakh may select a Place of Power at 6th level, which works just like the 8th level Techno-Mage ability.
- ⑤ Drakh Techno-Mages may take any of the Techno-Mage feats, except Ordered Mind, Pain Adaptation, Spell Knack, Spell Passion or Studious.
- ⑤ Drakh do not gain Chaos Points for dealing damage to others. However, if a Drakh casts a spell while his chaos point total exceeds his Constitution score, then he immediately rolls on the Chaotic Degeneration table below. The Drakh Techno-Mage also rolls on this table whenever he gains a level (but if you are using this rule, then the Techno-Mage does *not* have to roll on the Degeneration table when he rolls a natural one on a Magery check).

grimoires. They can afford to be patient, for they are certain that one day, they will claim the power that should have been theirs a thousand years ago. Until then, they will sacrifice as many as are needed to reach that goal.

Additional Hit Points: 1.

Requirements

To qualify to become a Drakh, a character must fulfil all the following criteria:

Skills: Concentration 12 ranks, Knowledge (biology) 12 ranks, Technical (electronics) 12 ranks, Subterfuge 12 ranks.

Influence: Drakh Political Influence +10

Biotech: Regeneration Augmentation

Class Skills

The Drakh Techno-Mage's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Intrigue (Cha), Investigate (Int), Knowledge (any)(Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (any)(Int), Pilot (Dex), Stealth (Dex), Subterfuge (Dex) and Technical (any) (Int)

Skill Points At Each Level: 6 + Int modifier.

Additional Influence: Drakh Techno-Mages may increase any two influences by +1 each level.

Class Features

All of the following are class features of the Drakh Techno-Mage prestige class:

Weapon Proficiency: The Drakh Techno-Mage does not gain any new weapon proficiencies.

Chaotic Degeneration: The tech was never designed to be used by the Drakh – and it *knows* this. The various implants used by the Techno-Mages were made by the Shadows and are alive and conscious on an instinctive level. They know their purpose is to enable the younger races to spread chaos and shatter order, and that the Drakh are fundamentally too hidebound to do well at this. Therefore, the tech rebels when implanted in a Drakh. This takes the form of chaotic degeneration.

Whenever the Drakh Techno-Mage gains a level, or rolls a 1 on a Magery check (see below), he suffers from chaotic degeneration. Roll on the following table for the effects of degeneration.

Roll	Effect
1-2	-1 Strength
3-4	-1 Constitution
5-6	-1 Dexterity
7-8	-1 Intelligence
9-10	-1 Wisdom
11-12	-1 Charisma
13-14	-2 Constitution
15-16	-2 Wisdom
17-18	-2 Charisma
19-20	Roll again twice

Magery: The prospective Techno-Mage is implanted with the various tech implants needed to perform Technomagic. The character gains the Magery skill. This is the skill that is used to cast spells. Magery is based on Intelligence, Wisdom and Charisma, and a character applies the modifiers from each of these ability scores to his Magery checks.

Casting a spell is an attack action and inflicts one point of nonlethal damage on the Drakh Techno-Mage.

Unless otherwise noted, spells have a duration of as long as the Drakh concentrates. The Techno-Mage can maintain more than one spell at a time, but this increases the DC for further Magery checks by +4 and costs one point of nonlethal damage each round.

Minor Magics: At this level, all the Drakh Techno-Mage can manage is petty magic spells; these are little more than special effects. They have a maximum range of five feet and cannot inflict more than 1d4 points of damage. They can give a +2 bonus to a skill check or saving throw. Casting any of these spells requires a Magery check (DC 10).

Spells of Illusion: The simplest spells that the Drakh Techno-Mage can produce are spells of illusion. These fall into five sorts:

- ⑤ **Visual Illusions:** The Drakh creates a false image, such as the illusion of a Shadow or an explosion. The Drakh makes a Magery check to shape the illusion, opposed by a Notice check from observers. If the Notice check is successful, then the observers can tell that the illusion is not real.
- ⑤ **Sensor Illusions:** Sensor Illusions work just like Visual Illusions but fool electronic sensors instead. The Techno-Mage's Magery check is opposed by an Operations (sensors) check.
- ⑤ **Invisibility:** Invisibility spells make it harder to notice a character or object. A successful Magery check (DC 20) gives the recipient a +8 bonus to Stealth checks.



⑤ **Dreams:** Techno-Mages can alter the dreams of sleeping creatures using subliminal messaging. The sleeper may make a Sense Motive check opposed by the Drakh's Magery check to realise that the dream is an artificial one.

⑤ **Counter Illusion:** Counter-illusions allow the Drakh to make opposed Magery checks against another Techno-Mage to break down illusion. It can also be used to breach other forms of stealth field, like Null Fields or Black Light suits.

All the spells have a range of Close (25 feet + 5 feet per two Techno-Mage levels).

Spells of Communication: Communication spells are the next stage in the Drakh Techno-Mage's evolution. Again, there are different types of Communication spell:

⑤ **Shadow Speech:** This mimics the Shadow Speech implant, and allows the Drakh to speak and understand the language of the Shadows. The Magery DC for this spell is DC 5 and the effects last for one hour.

⑤ **Jamming:** This spell allows the Drakh to jam radio signals and other transmissions. The spell affects a single communication system within range and the effects last for 2d6 hours. The Drakh's Magery check result becomes the DC for an Operations (systems) or Technical (electronic) check to break through the jamming. Even normally impervious systems like direct-beam lasers or hardwired computer connections can be jammed by a Techno-Mage. Jamming has a range of Medium (100 feet + 5 feet/level).

⑤ **Data Control:** This spell allows the Drakh to interface with and control computers. The result of the Drakh's Magery check is added to his next Computer Use check; furthermore, the time required for the Computer Use check is reduced to one-tenth of normal. This ability has a range of Close.

⑤ **Transmission:** This simple spell allows the Drakh Techno-Mage to send signals using normal communication channels. The DCs are as follows:

Communication Type	DC
Radio	DC5
Computer Message	DC10
Tachyon Message	DC15
Telepathic Message	DC20
Hijacking existing message	+5 DC
Special Effect	+varies
Encoding	+varies

Telepathic Message: The Techno-Mage must have met the recipient before; this is not true telepathy but is actually a form of subliminal messaging broadcast from a microscopic fragment of technology automatically deposited by the mage's tech.

Hijacking Existing Message: The mage takes an existing message and warps it to convey the desired information. A letter from an EarthForce captain's mother might suddenly change into a death threat from the Techno-Mage, but would change back if anyone else looked at it.

Special Effect: The message comes in a form that reinforces the Techno-Mage's mystic nature; for example, a computer message might fry the computer's circuits but the blue smoke curling up from the burning circuitry forms into an image of the Techno-Mage to deliver the message.

⑤ **Counter Communication:** This spell blocks another Techno-Mage from using any Communication spells while this spell is maintained.

Enhanced Illusions: The range of the Techno-Mage's Illusion spells increases to Line of Sight.

Spells of Force: At this point, the Techno-Mage's power grows considerably, as he can manipulate basic forces like gravity, magnetism and so forth.

⑤ **Shield:** The Techno-Mage surrounds himself by a force field that protects him from damage. The Techno-Mage chooses the desired amount of Damage Reduction to be provided by the field; the DC for the spell is 5 x the desired DR. The Techno-Mage takes another point of nonlethal damage in any round when the shield sustains damage. The mage may extend the range of the field by five feet by increasing the DC by +5, protecting a 'bubble' around him.

⑤ **Gravity Control:** The Techno-Mage may manipulate gravity within Close (25 feet + 5 feet/2 levels) range. He can fly (Magery DC 15), levitate objects (DC 10 for Tiny or smaller objects, DC 15 for Small or Medium objects, DC 20 for Large, DC 30 for Huge), or increase or reduce gravity within a sphere around him (Base Magery DC 0; use the Variant Gravities table on page 290 of the *Babylon 5 2nd Edition Rulebook*; each step up or down on the table increases the DC by +10).

⑤ **Blast:** The Techno-Mage fires a blast of energy. This spell has a range of Close. The caster must make an attack roll to hit with the spell. A normal blast deals 2d6 damage, and has a Magery DC of 15. However, the spell can be modified, as follows:

Modification	DC Increases
Increase Range to Medium	+10
Bonus to hit	+5 DC per +2 bonus to hit
Functions as an Automatic, allowing burst fire	+10
Area of Effect blast	+10 per 5 feet area of effect

⑤ **Barrier:** The Drakh Techno-Mage conjures an energy barrier that feels solid to the touch, but is composed of light,

shadow and gravity, not matter. The barrier field has DR5 and 10 hit points. The DC to conjure a barrier starts at DC 5; each 5x5 section of barrier increases the DC by +5. This spell has a range of Close.

- ⑤ **Counter Force:** This spell allows the Techno-Mage to bring down barriers, absorb blasts harmlessly and so forth by countering another mage's Force spells. The Techno-Mages must make opposed Magery checks to determine which spell is successful.

Enhanced Communication: The Drakh Techno-Mage's Jamming and Data Control spells extend to Line of Sight. Furthermore, the Drakh can now create Computer Imps, self-aware extensions of his tech's consciousness that exist in computers.

Spells of Command: Spells of command allow the Drakh to take control of other machines. In the war of a thousand years ago, the first Techno-Mages could defeat whole fleets by shutting off ships using the power of the tech. The Drakh Techno-Mages have not yet reached that level of proficiency, but they are learning quickly.

- ⑤ **Machine Control:** This spell allows the Techno-Mage to seize control of any complex machine, such as a computer, vehicle, spacecraft or even something like an artificial heart. This spell has a range of Medium (100 feet + 5 feet/level). The Techno-Mage must make a Magery check to take control of the machine; the DC varies depending on how complex the desired effect is:

Desired Action	Sample DCs
Scramble controls	15
Basic functions – causing a vehicle to brake or accelerate, firing a gun. Actions that could be taken by an untrained user.	20
Complex functions – causing a Starfury to arm its weapons, activating a sensor grid. Actions that could be taken by a trained operator.	25
Very Complex – flying a Starfury remotely and doing a strafing run, disabling the safety interlocks on a fusion reactor. Actions that could be taken by an expert user.	30

If a pilot or other operator tries to work against the Techno-Mage, then the Techno-Mage must make Magery checks opposed by the rival operator's appropriate skill – Pilot for a Starfury, Technical (engineering) for a fusion reactor and so on.

- ⑤ **Dampen Power:** The Drakh blocks the flow of energy through a device, disabling it. This ability has a range of Close (25 feet + 5 feet/2 levels). The DC for the Magery check varies depending on the size of the target device.

Target Size	DC
Tiny or smaller	5
Small or Medium	10
Large	20
Huge	30
Superscale Target Size	DC
Fine	10
Diminutive	15
Tiny	20
Small	25
Medium	30
Large	35
Huge	40
Gargantuan	45
Colossal	50

- ⑤ **Psychological Control:** This ability allows the Drakh to influence others on a subliminal level. It functions like the Biokinetics discipline, with the Techno-Mage using his Magery skill instead of Telepathy. The Techno-Mage has an effective P-rating of 12 and uses his Techno-Mage level as his Telepath level, so the Will save to resist this ability is 5 + 12 (the Techno-Mage's P-rating) + the character's Techno-Mage level + the character's Charisma bonus. This ability has a range of Close (25 feet + 5 feet/2 levels).

- ⑤ **Probability Control:** Probability control allows the Techno-Mage to warp the flows of chance and chaos around a target. This ability has a range of Close (25 feet + 5 feet/2 levels). The spell gives the target a number of rerolls for ability checks, skill checks and saving throws. If the Techno-Mage is blessing the target, then the target may reroll checks that failed; if the Techno-Mage is cursing the target, then the Games Master chooses when the target must reroll successful checks.

The probability waves and hexes set up by the Techno-Mage are short-lived, as the conditions surrounding the target change over time. This limits the duration of the spell severely.

Number of Rerolls	DC
1	10
2	20
3	30
Duration of Spell	DC Increase
One round	+0
Five rounds	+5
One hour	+10
One day	+15
One month	+20

- ⑤ **Counter Command:** This spell allows a Techno-Mage to ward a target from being controlled by a Techno-Mage. The

Drakh Characters

spell lasts for one day per level of the Techno-Mage and has a range of Close. If another mage tries to cast a Control spell on a warded target, the two mages must make opposed Magery checks to determine which spell is successful.

Enhanced Force: The range of the Drakh's Force spells increases, from Close to Medium.

Place of Power: True Techno-Mages can sink a part of their tech into a location, tapping it for energy. They weave a planet's magnetic field into their wards, sense incoming ships by gravitational distortions in their home's gravity well, or strike with the force of an earthquake.

Drakh Techno-Mages can also set up places of power but they are much more limited. A Techno-Mage can choose any planet (or sufficiently large spacecraft, like a Templeship or Clanship) as his place of power. He gains a bonus to Magery checks equal to his Techno-Mage level while within his place of power, but suffers a commensurate penalty to Magery checks when not within his place of power. Once chosen, a place of power may not be easily changed; it takes six months of effort to create one.

Spells of Healing: Few of the true Techno-Mages have mastered the difficult spells of healing and the Drakh have even less interest in this field of magic. Still, it is a step on the road to true mastery. All Healing spells have a range of Touch.

- ⑤ **Cure Damage:** The Drakh causes cells to regenerate and bones to reknit. The Drakh chooses an amount of healing when the spell is cast; the Magery DC is equal to three per point of healing. Thus, a spell to heal five points of damage is DC 15. The Drakh cannot use this ability on himself.
- ⑤ **Cure Ailment:** This spell cures any poisons or diseases affecting the target. The DC for the Magery check is equal to the DC of the Fortitude save used to resist the poison or disease.
- ⑤ **Cure Injury:** This spell cures ability score damage. The DC for the Magery check is five per point of ability score damage cured.
- ⑤ **Fortify:** The Fortify spell optimises the target's metabolism, preparing him for battle. The target gains a +2 bonus to Strength and Constitution. This has a Magery DC of 20. This spell has a duration of one hour.

The Drakh Techno-Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+0	+2	+0	Chaotic Degeneration, Magery, Minor Magics
2 nd	+1	+0	+0	+3	+1	Spells of Illusion
3 rd	+1	+1	+1	+3	+1	Spells of Communication, Enhanced Illusion
4 th	+2	+1	+1	+4	+2	Spells of Force, Enhanced Communication
5 th	+2	+1	+1	+4	+2	Spells of Command,
6 th	+3	+2	+2	+5	+3	Enhanced Force, Place of Power
7 th	+3	+2	+2	+5	+3	Spells of Healing
8 th	+4	+2	+2	+6	+4	Ritual Magic
9 th	+4	+3	+3	+6	+4	Enhanced Command
10 th	+5	+3	+3	+7	+5	Spell of Destruction

Ritual Magic: At this level, the Drakh knows enough of Technomancy to combine his powers with those of other Drakh Techno-Mages. He may be assisted by a number of other Drakh Techno-Mages equal to his Wisdom modifier. Each assistant mage must make a Magery check (DC 25) to contribute. For each mage helping the ritual master in this fashion, the Techno-Mage gains a bonus to Magery checks equal to half the number of Magery skill ranks possessed by the assistants. Participating in a ritual is draining and damaging, inflicting 1d6 points of lethal damage and 2d6 points of nonlethal damage on each participant.

For example, an 8th level Techno-Mage is aided by four lesser Techno-Mages. The lesser Techno-Mages all have ten ranks in Magery. Of the four aides, one fails his Magery check (DC 25) to contribute, and another is knocked unconscious by the damage from the rite before he can contribute. Two aides succeed in contributing, however, so the higher level mage gains a bonus of +10 to his Magery check.

Enhanced Command: The Drakh's Command spells increase by one range category, from Close to Medium or from Medium to Long.

Spell of Destruction: The ultimate triumph of Drakh Technomancy is the fabled Spell of Destruction, first rediscovered by the mage Galen. He used it to strike at the Shadows and to wreak havoc on Thenothk; the Drakh will use it as a tool of revenge.

While the Drakh have attuned their tech for precisely this spell, it is still exceedingly dangerous to employ; it functions by slicing a sphere of space out of the universe for a moment, compacting its contents to nothingness. Casting the Spell of Destruction requires the mage to select the range and area of effect of the spell, as follows; the spell begins at DC 10:

Range	DC
Short	+5
Medium	+10
Long	+15
Line of Sight	+20
Area of Effect	DC
Tiny – half foot radius sphere (0)	+0
Small – one foot radius sphere (1d6)	+5
Medium – two foot radius sphere (2d6)	+10
Large – five radius sphere (4d6)	+20
Huge – ten foot radius sphere (6d6)	+25

A character caught within the Spell of Destruction's area of effect may make a Reflex save (DC 10 + half the Drakh's Techno-Mage level + the Drakh's Charisma modifier); if the saving throw is failed, then the character is destroyed. Otherwise, he takes the listed damage. Vehicles caught within the area of effect may make a Pilot or Drive check to dodge; if successful, they take the listed damage, otherwise, they are disabled or destroyed.

If the Magery check to cast the spell is failed, then the sphere of destruction manifests in a random place within range.

GENERIC DRAKH CHARACTERS

These are generic Drakh of a type who might be encountered furthering some plot. Most Drakh back on the clanfleets are of lower level and have less equipment.

Custodian

Custodians are found maintaining Shadow bases and Drakh outposts.

3rd Level Drakh Worker (Clan Kyne); hp 9; Init -1; Spd 30 ft.; DV 10; Atk: +1 close combat or +0 ranged; SQ Blue Collar Worker, Vocation Bonus (Technical (engineering)); Fort +5, Ref +0, Will +2; Str 10, Dex 9, Con 14, Int 12, Wis 13, Cha 9
Notable Skills: Computer Use +7, Concentration +8, Knowledge (local) +9, Notice +4, Operations (systems) +7, Stealth +6 (+4 in armour), Technical (engineering) +10
Feats: Skill Focus (Technical), Data Access
Standard Equipment: Drakh Spike Pistol (1d6), Drakh Body Armour (DR2)
Biotech: Artisan Symbiote, Recorder Symbiote

Spy

This is the sort of agent or assassin that the Drakh clone in large numbers; they are considered disposable in most circumstances.

5th Level Drakh Agent (Clan Shan); hp 16; Init +5; Spd 30 ft.; DV 14; Atk: +4 close combat or +4 ranged; SQ Multi-skilled (Technical (electronics), Opportunism (Sneak attack +1d6); Fort +1, Ref +5, Will +3; Str 12, Dex 13, Con 10, Int 14, Wis 14, Cha 8

Notable Skills: Acrobatics +8, Athletics +8, Computer Use +9, Concentration +7, Intrigue +6, Investigate +9, Notice +9, Pilot +8, Sense Motive +6, Subterfuge +11, Stealth +15, Technical (electronics) +6.

Feats: Skill Focus (stealth), Skill Focus (subterfuge), Silent Tread, Improved Initiative

Standard Equipment: Drakh Spike Pistol (1d6), Distortion Field, Gravity Shield, Transparency Cloak

Biotech: Assassin Symbiote, Slayer Symbiote

Scientist

Drakh scientists like this one aided President Clark in preparing the Shadow Omegas for use in the defence of Earth against Sheridan's Liberation Navy.

4th Level Drakh Scientist (Clan Kyne); hp 8; Init -1; Spd 30 ft.; DV 11; Atk: +1 close combat or +1 ranged; SQ Mental Agility, Primary Area of Study (engineering), Peripheral Studies (electronics, mechanical), Alien Technology Familiarity (human); Fort +1, Ref +0, Will +5; Str 9, Dex 8, Con 10, Int 16, Wis 12, Cha 8

Notable Skills: Concentration +7, Computer Use +10, Investigate +10, Knowledge (astrophysics) +12, Knowledge (biology) +12, Knowledge (engineering) +12, Knowledge (chemistry) +12, Medical +10, Technical (engineering) +4, Technical (electronics) +9, Technical (mechanical) +9

Feats: Data Access, Combat Attunement

Standard Equipment: None.

Biotech: Scanner, Telepathic Relay.

Soldier

Drakh shock troops like this are rarely encountered, as the sheer amount of biotech implanted in their bodies means that only elite troops can be outfitted like this.

3rd Level Drakh Soldier (Clan Rohr); hp 17; Init +2; Spd 20 ft.; DV 14; Atk: +7 close combat or +5 ranged; SQ Coordinated Combat +1; Fort +6, Ref +3, Will +1; Str 18, Dex 14, Con 16, Int 10, Wis 11, Cha 6

Notable Skills: Athletics +8, Concentration +7, Knowledge (tactics) +4, Notice +2, Operations (gunnery) +4, Stealth +6

Feats: Weapon Focus (rifle), Weapon Specialisation (rifle), Martial Arts, Dodge, Point Blank Shot.

Standard Equipment: Plasma Cannon or Neutron Beamer, Gravity Shield, Biogel Armour, Body Armour (DR2)

Biotech: Armour, Strength, Dexterity, Regeneration, Constitution Augmentations

DRAKH TECHNOLOGY

While the majority of the Drakh's technology is based on the same principles as that of the Shadows, it is far less advanced. The Drakh are capable of producing living machines, like the Keepers, but only on a very limited scale. Their spaceships, for example, meld organic and more conventional technologies, using bioreactors for power but are not alive in the same way as a Shadow ship or even a *White Star*.

AUGMENTATIONS, IMPLANTS & SYMBIOTES

If there is a signature device of the Drakh, it is the Keeper, a symbiotic creature that melds with another being, allowing the Drakh to enforce their will upon that victim. Emperor Londo Mollari was infamously controlled by a Keeper for the entirety of his reign, while a Keeper was also used to abduct David Sheridan in 2277. Keepers are a type of symbiote, a category of engineered creatures that rely on the Drakh or another host for survival.

All symbiotes are telepathically controlled by the Drakh (see page 27 for more details on Drakh telepathy). Symbiotes begin as embryonic seeds, cloned using the same cloning banks that produce the Drakh themselves. A symbiote is then placed in the biotech port (referred to as a 'nourishment pouch' when used for incubating a symbiote) of a Drakh for several weeks, during which time the seed grows into a full symbiote. It also establishes a deep psychic bond with the Drakh, which will endure as long as the pair live. This bond serves to regulate the symbiote's autonomic functions, and also impresses loyalty and dedication to the Drakh cause onto its instincts. Once a symbiote has reached maturity, it can be removed and used. Some symbiotes permanently attach themselves to a subject, others return to the Drakh after a short period. If a symbiote is not permanently attached to a victim, then the Drakh must place it back into a biotech port to keep the symbiote alive.

Implants are artificial organs or other biotech devices that are plugged directly into a biotech port. The Drakh think no more of adding an organ to their bodies than a Human would of putting on a comm link in the morning. Implants are used to give a Drakh extra abilities for a particular task. As implants use a biotech port, a Drakh can only have a limited number of implants (see Drakh Characters, page 26 for details).

Finally, augmentations are large-scale reworkings of the Drakh's physiology. It is rare for a Drakh to have more than one augmentation. Adding or removing an augmentation takes at least a month. Augmentations also hook into a biotech port.

Augmentations

Adaptation: The Drakh's lungs are lined with a mucus layer of engineered bacteria that absorb the gases of an alien atmosphere and extract oxygen and other gases that the Drakh can actually use. The mucus also protects the Drakh's respiratory tract from being burnt or damaged by toxic gases. The Drakh's exposed skin and scales are also treated to protect them, and his metabolism is rebalanced to deal with a new environment. For some environments – for example, living underwater – gills and other obvious modifications like fins are added.

This augmentation allows the Drakh to thrive on worlds where he normally could not breathe.

Armour: Silicates and carbides are subcutaneously injected into the Drakh's scales, causing ridged plates of synthetic bone to rise up. These plates ride on top of the scales, so they do not significantly impinge on the Drakh's mobility. A mesh of fibres grows between the plates, protecting the gaps between the scales. These fibres instinctively become tense when struck, pulling the plates together into a solid mass within microseconds of the Drakh being hit by a blow or weapon.

The result is a suit of living armour that is as tough as a Narn Battle Suit, but does not impede the user's movement or senses as much. The Drakh gains DR4, but its base movement drops by five feet.

Constitution: Thousands of tiny nodes are implanted into the Drakh's body, strengthening his immune system and boosting his healing rate. These are similar to the organelles used by the Techno-Mages, although the Drakh modification is not as potent.

Drakh with this augmentation can be spotted by the pulsing nodules implanted just beneath the scales of their forehead and chest. This augmentation gives the Drakh a +4 enhancement bonus to Constitution, which includes gaining the retrospective bonus to hit points for previous levels.

Dexterity: The Drakh's nervous system is boosted by stripping out his major nerves and replacing them with synthetic cables that transmit signals faster. His hand-eye co-ordination is also improved, and his musculature is retuned and rebalanced to increase agility. Organic microcomputers implanted in each major muscle group allow the Drakh's reactions to be programmed, enabling him to react instinctively before the brain has finished processing his perceptions.

Drakh with this augmentation can be spotted by their slightly twitchy movements. This augmentation gives the Drakh a +4 enhancement bonus to Dexterity and an increase of ten feet to base movement.

Immunity: The Drakh's scales are chemically treated to resist a particular type of damage, such as fire or electricity. Other vulnerable areas such as the eyes are equipped with nictating membranes to protect them from damage. A layer of reactive gel is injected beneath the Drakh's scales, giving his internal organs even greater protection. The augmentation gives the Drakh Energy Resistance 5 against a particular type of energy – electricity, fire, sonic, acid or cold, reducing the damage from that source by 5 points. If fire is chosen, then the damage from PPG or laser hits is also reduced by two points. A Drakh may also gain immunity to poison or radiation, gaining a +8 bonus to saving throws against such effects.

Drakh with this modification can be spotted by the discoloured spots on their bodies.

Life Extension: This augmentation replaces any damaged organs in the Drakh's body and uses retroviral therapy to counteract cell degeneration. While a Drakh can normally live for more than two centuries, with life extension the Drakh becomes functionally immortal. Each application of this augmentation extends the subject's life by another century or so.

Masquerade: By means of this augmentation, the Drakh can disguise itself as a member of another species. This includes both surgery, to hide the more obvious parts of Drakh physiology like the horns, and the implantation of tiny holographic projectors to cloak the Drakh in a false image. The final effect is something like that of a changeling net, but the Masquerade enhancement also includes glands that produce skin flakes and oils, blood and other bodily fluids, allowing the Drakh to avoid being detected by most forensic techniques.

A Masquerade augmentation only allows the Drakh to pretend to be one species, and the genetic payload of the glands is preset. However, the Drakh can use a device to capture another image for the holoprojectors, just like a changeling net. Any new targets must be of the same species as the original. Using this augmentation gives the Drakh a +20 equipment modifier to Intrigue checks to disguise itself.

Mindeater: One of the stranger adaptations, the mindeater adaptation lines the Drakh's digestive tract with tiny nanomachines that consume and unravel any brain matter they encounter. The brain matter is then infiltrated with neural fibres that essentially convert the tissue into a symbiote that the Drakh can access with his natural telepathy. This augmentation allows the Drakh to eat the brains of a fallen victim and access the victim's memories.

Only the victim's recent memories (within six hours of death) can be accessed, and the brain must be eaten within 15 minutes of the victim dying. The information

retrieved in this fashion is fragmented and confusing, like the results of a rather random deep scan, but it can be very useful to the Drakh. If used on the brain of another Drakh or a creature touched by the Shadows (like a Shoggren, or even Mr Morden for example), then much more information can be extracted due to sympathies of memory and thought process.

Regeneration: This powerful augmentation adds hundreds of tiny nodes throughout the Drakh's body. If the Drakh is injured, the nodes near the injury are activated, pumping painkilling drugs into the user's bloodstream and deploying microscopic robots to repair the damage. While the healing ability of the nodes is limited, this augmentation is capable of rapidly healing most forms of injury that would otherwise incapacitate the Drakh.

If the Drakh is injured, the regeneration activates three rounds later, giving the Drakh three hit points back each round for the next 1d4 rounds. The augmentation cannot save a Drakh who has been reduced to -10 hit points or more, nor can it prevent death from massive damage or Constitution damage from poison or radiation.

Senses: A common augmentation, this replaces the Drakh's eyes and ears with more efficient constructs. It also adds modules to his brain, making him more capable of processing sensory information faster. Drakh with this augmentation can easily be spotted, as the replacement eyes glow like those of the Shadows. It gives the Drakh a +4 enhancement bonus to all Notice and Investigate checks.

Shadow-Weaving: A Drakh with the Shadow-Weaving ability gains the ability to cloak itself in darkness. This is partly a telepathic ability, but also incorporates gravitational and energy-warping effects that Humanity will not discover for centuries. The Drakh almost becomes *part* of the darkness, melting into the scantest patch of shadows or reshaping them into images from his mind. This augmentation is both a tool for stealth and intimidation.

The Drakh gains a +8 bonus to Stealth checks made in areas of less than perfect illumination. The Drakh can also vary the effects of shadows within an area of 20 feet around his body, removing the shadows or deepening them to almost total darkness. The Drakh can even form the shadows into shapes and make them move within that 20 foot area of effect. Moulding shadows like that is a move action, but using the shadows for concealment is a free action. Drakh with this augmentation are easily spotted by the patches of iridescent darkness that slide over their bodies when this ability is being used.

Specialisation: This is a catchall term for a family of procedures that specialises the Drakh for a particular task. A Drakh specialised for piloting might have his spatial awareness altered so he identifies more with his ship than with his body, his reflexes might be tailored to the quick, fine moves needed when piloting, the blood flow to his legs would be minimised to leave more for his upper body and arms and so on. In game terms, the Drakh selects one skill when this

Drakh Technology

augmentation is chosen. The Drakh gets a +8 enhancement bonus to that skill, but suffers a -4 penalty to all other skill checks using that same ability score.

Strength: The Drakh's skeleton is bonded to a carbon-based weave that increases its ability to bear loads. The tendons and sinews of the major muscle groups are strengthened, and synthetic myomas are implanted through the Drakh's body, along with nodes that release combat drugs on command. This allows the Drakh to massively increase his physical strength when necessary.

Drakh with this augmentation have considerably exaggerated major muscle groups. This augmentation gives the Drakh a +4 enhancement bonus to Strength.

Telepathy: The Drakh are not naturally telepathic; they were deep within the Shadows' sphere of influence when the Vorlons were gifting various younger races with telepathy. Their racial telepathy is a potent tool, but is much more limited than the powerful telepathy granted by the Vorlons' manipulations. This augmentation was developed by the Drakh in recent centuries and is still taboo in most clans. Only the *kyne* have proved willing to experiment with it.

A Drakh given telepathy may take the Telepath feat (see *Babylon 5 2nd Edition*, page 103) as normal, and gains access to the normal rules for telepathy instead of the specialised form used by the Drakh (see page 27 for details on Drakh telepathy).

Vacuum Proofing: This augmentation allows the Drakh to make more efficient use of oxygen. It also shields the blood vessels that run close to the surface of the Drakh's skin and strengthens its body to give it greater resistance to vacuum. While the Drakh cannot survive in vacuum indefinitely, even with this augmentation, it does reduce the damage from vacuum and explosive decompression to one point per round.

Drakh with this augmentation breathe more shallowly than other Drakh.

Implants

Blast: The blast implant has long tendrils that emerge from the biotech port and run down the length of the Drakh's arms. On mental command from the Drakh, the tentacles pulse purple and fire a blast of energy from the Drakh's hand. Firing a blast inflicts one point of nonlethal damage on the Drakh, as the implant draws on the Drakh's own strength for power.

The blast deals 2d8 damage to a single target and has a range of 30 feet. It threatens a critical hit on the roll of a 20. The implant cannot be detected by normal sensors that scan for weapons except when it is being discharged.

Bioelectricity: A variation on the same breed as the blast implant, this implant trails almost invisible tendrils all over the Drakh's body. It can send a blast of bioelectricity through these

tendrils, electrocuting anyone in direct contact with the Drakh. This blast deals 1d4 points of electrical damage to anyone touching the Drakh, or 3d4 damage to anyone grappling the Drakh. The Drakh can use this as a touch attack in melee.

The bioelectrical attack can also be used to fry circuits in unshielded systems, rendering them inoperable.

Gills: The technology behind gills is commonly understood – even primitive races like the Humans and Narn have mastered gill implants. The Drakh version is slightly different, as the gills are attached to a biotech port instead of the Drakh's neck, but the effect is the same. This implant allows the Drakh to breathe in certain alien atmospheres, such as that commonly found in the alien sector on Babylon 5.

Healing: The healing implant cannot do as much as the Regeneration augmentation described above, but where the augmentation only works on the Drakh it is installed in, an implant can easily be swapped between multiple injured Drakh warriors. The implant boost doubles the Drakh's normal healing rate. For example, a Drakh with a healing implant who is under full medical care regains 6 x his character level hit points per day.

Hibernation: This curious implant allows the Drakh to enter a state of stasis. When the implant is activated, thin grey worms crawl out of the Drakh's bulging biotech port and extrude a cocoon of fibrous material around the Drakh. Building this cocoon takes one hour. Once the cocoon is complete, the Drakh's life functions are slowed to one-twentieth of normal. He consumes only one-twentieth of the air he would normally use, bleeds at a slow pace when injured and so forth. Once the Drakh has entered hibernation, he will not reawaken until the cocoon is damaged or until a pre-determined amount of time has passed. After emerging from the cocoon, the Drakh immediately takes 2d4 points of Constitution damage, as the hibernation process is extremely fatiguing and dangerous.

Poison: The poison implant gives the Drakh the ability to exude a dangerous neurotoxin. Most Drakh choose to have this toxin be secreted from their hands, but the venom ducts could equally be routed to a tooth or other section of the body. Anyone touched by the Drakh must make a Fortitude save (DC 10+½ the Drakh's character level + the Drakh's Constitution modifier) or suffer the effects of the toxin. The toxin inflicts 1d4 points of Constitution damage on the target.

A further Fortitude save must be made each day if the first save is failed; each failed save inflicts another 1d4 points of Constitution damage on the victim. If the victim makes three successful saving throws in a row, he becomes immune to the toxin and takes no further damage.

Purification: The purification implant swiftly removes damaging chemicals and other hazards from the Drakh's bloodstream, giving him a +4 bonus to all Fortitude saves against poisons or disease.

Scanner: The scanner implant is an organic sensing device, which allows the Drakh to perceive electro-magnetic fields, pheromones and other chemicals, microscopic particles and so forth. This implant gives the Drakh a +2 bonus to any appropriate skill checks, including Notice, Investigate, Medical (the implant can 'smell' foreign particles, diseased flesh and so forth) and Technical checks (the implant's ability to detect electrical fields).

Shadow Speech: The language of the Shadows is known to all the Drakh, whispered to them by the Entire as they grow in the cloning tanks. However, actually *speaking* the buzzing insect tongue of the masters is physically impossible even for the Drakh. This implant allows a Drakh to produce some of the Shadow's language – specifically, the ultrasonic sounds and electrical pulses that make up the most basic form of Shadow speech. However, the Drakh lack the unimaginably complex shared cultural lexicon of the Shadows, so their speech is limited at best.

Speech: The Drakh cannot normally speak the languages of the lesser races; it is painful for them to speak at the best of times, as they prefer to use telepathy to communicate with each other. A Drakh can, if necessary, learn to speak normally, but most use translator globes or this implant. A speech implant allows the Drakh to speak normally, as well as giving the Drakh a full understanding of the chosen language, giving him a +15 bonus to Linguistics checks in that tongue.

Telepathic Dampener: The Drakh have learned to counter the telepathic abilities of other races by using this implant, which disrupts telepathic signals and produces agonisingly painful feedback in the mind of the telepath. The DC to affect a Drakh with a Telepathic Dampener implant is increased by +4; furthermore, the telepath takes 1d6 points of nonlethal damage if the telepathy check fails. The Drakh instantly knows if a telepath attempts to use an ability on him due to the reaction of the dampener.

Telepathic Relay: A telepathic relay improves the Drakh's ability to attune himself to the Entire, giving a +4 bonus to Concentration checks to do so.

Web spinning: The web spinning implant allows a Drakh to exude a very tough, very sticky cord of synthetic webbing. Activating the implant deals one point of nonlethal damage to the Drakh. Breaking a section of the web requires a Strength check (DC 22); each section of the web has DR5 and five hit points. The web can be used in any of the following ways:

⑤ A strand of webbing can be used to grab any Tiny or smaller object within 60 feet of the Drakh. A ranged touch attack is required to fire the web strand accurately.

⑤ The Drakh can attempt to entangle a target in webbing. The Drakh must make a ranged touch attack to hit; if the attack hits, then the victim must make a Reflex save (DC 10+½ the Drakh's character level

+ the Drakh's Dexterity modifier) or become entangled. A character can escape from the web by breaking it or making a successful Acrobatics or Subterfuge roll (DC 20).

⑤ A Drakh can use a strand of webbing to aid in climbing, getting a +4 bonus to Athletics and Acrobatics checks involving climbing. The web can also be used to arrest a fall.

Symbiotes

The Drakh symbiotes are actually living creatures in their own right, despite their dependence on their Drakh master for telepathic co-ordination and on their host for sustenance. A symbiote can be attacked separately, hence creature statistics are provided for all the breeds of symbiote. Unless otherwise noted, use the statistics in the sidebar for all symbiotes.

Assassin: Assassin symbiotes are used by the Drakh when they need a delicate touch. The symbiote merges with the host and searches the host for some flaw that can be exploited. The assassin requires time to work – specifically, a number of hours equal to the Constitution score of the victim. If the symbiote remains undisturbed until the end of this time, the victim dies, apparently of natural causes. It is very difficult indeed (Investigate or Medicine, DC 35) to discover any clues that the victim did not die of a previously unnoticed heart defect or allergic reaction.

To keep the victim quiet during the long murder process, the assassin symbiote injects a poison into its host as soon as it has merged. The victim must make a Fortitude save (DC 15) when the merger takes place; if this saving throw is failed, the victim remains unconscious for 3d6 hours before awakening. Any violent activity or movement on the part of a victim disturbs the sensitive assassin symbiote, which retreats if threatened.

Artisan: Artisan symbiotes are very unusual creatures, only rarely seen. They are issued to Drakh who will be away from the Clankfleets for a very long period of time. Under normal circumstances, the Drakh grow much of their organic technology using either the cloning banks or from the living bodies of other creatures – a process which is invariably lethal to the subject. An artisan symbiote contains the genetic code for most common pieces of Drakh organic technology and can grow the seeds for them using its host's body as the raw material.

A Drakh using an Artisan symbiote can produce any implant or other symbiote listed here, but it takes 1d4 months for the symbiote to assemble the new device. Furthermore, the artisan symbiote inflicts one point of damage on the host each day. This is far slower than the normal growth period for new implants or symbiotes, but is useful to Drakh on missions where they do not know what problems they will encounter.

Dreamweaver: Dreamweaver symbiotes can only merge with sleeping targets. They resemble normal symbiotes, but are more brightly coloured and have bulbous

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Common Symbiotes

Diminutive Alien Creature

Character Level: 5 (15 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft.

DV: 17 (+4 Size, +3 Dex)

Attack: None (Grapple +6).

Damage: None.

Special Qualities: Merge, Parasite, Breed Abilities, Telepathy, Drakh Dependence

Saves: Fort +4, Ref +4, Will +6

Abilities: Str 6, Dex 16, Con 16, Int 6, Wis 11, Cha 6

Skills: Athletics +4, Notice +4, Stealth +6.

Feats: Alertness, Iron Will

All common symbiotes look similar – a little scab of ugly flesh, moving on four long tentacle-legs. Some symbiotes have a single huge eye, others perceive the world through vibrations or telepathy. Symbiotes are grown in a Drakh's nourishment pouch, and become attuned to that Drakh's thoughts.

Symbiotes have a +20 racial bonus to Grapple checks.

Merge: Most breeds of symbiote are capable of merging with another living creature. The symbiote must be in physical contact with the victim and must make a successful Grapple check if the victim is fighting back. Merging takes 1d4+1 rounds; if the victim resists, then the symbiote and the victim must make opposed Will saves each round. Each successful Will save made by the victim increases the time to merge by one round and inflicts 1d4 points of damage on both symbiote and victim.

Once the symbiote has merged, it can use its Breed Abilities on the victim.

A merged symbiote cannot be removed by force without killing the host. A merged symbiote must make its own saving throws against any effects targeting the victim, such as poisons, diseases, stun fields, telepathic abilities, area effects and, as Londo Mollari discovered, alcohol.

Unless otherwise noted, a sleeping victim can be merged with freely, without the victim being able to resist, unless he notices the symbiote attaching itself to him (opposed Stealth vs. Notice checks).

Merged symbiotes embed themselves deep into their hosts, leaving parts of themselves throughout the host's body. If a symbiote is destroyed by reducing it to –10 hit points, it will grow back over time, drawing on the host's life energy to restore itself.

Parasite: A symbiote needs to absorb nutrients from a host. For most breeds of symbiote, this means they inflict one point of nonlethal damage on the host each day, or after each period of sustained activity on the part of the symbiote. Symbiotes can place themselves in hibernation indefinitely if a host is not available.

Breed Abilities: Each type of symbiote has its own unique abilities – see the individual breed description for details.

Telepathy: Symbiotes can communicate telepathically with their host and with any Drakh touching them. They can also communicate with the Drakh who they are dependant on with a range of Sight. A Drakh can also attempt to use his telepathic abilities on a host who is carrying a symbiote that he incubated.

Drakh Dependence: Each symbiote is tied to a particular Drakh, the one who incubated it. The symbiote is reliant on the Drakh to regulate its biorhythms and other functions. This is normally done instinctively through the telepathic connection shared by the two but if the Drakh is killed, all the symbiotes dependent upon it are instantly killed also.

Hunter Symbiotes

Diminutive Alien Creature

Character Level: 8 (22 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft.

DV: 17 (+4 Size, +3 Dex)

Attack: Tendril +6.

Damage: 1d4+poison.

Special Qualities: Drakh Dependence, Merge, Parasite, Poison, Sprint, Telepathy, Track.

Saves: Fort +5, Ref +9, Will +2

Abilities: Str 6, Dex 16, Con 16, Int 6, Wis 11, Cha 6

Skills: Athletics +5, Notice +4.

Feats: Improved Initiative, Run, Skill Focus (Athletics)

Hunter symbiotes move with nightmarish quickness and agility, sprinting after their quarry. They telepathically broadcast their location to all Drakh nearby as they move, allowing their masters to follow them at their leisure.

Poison: A creature struck by a hunter's tentacle must make a Fortitude save (DC 17) or suffer 1d4 points of Dexterity damage. This poison has a secondary damage of paralysis for one minute, which can be avoided with a successful second Fortitude save. If the symbiote merges with a host, the host is automatically reduced to 0 Dexterity.

Sprint: Once per day, a hunter can double its speed for one round.

Track: A hunter gains a +4 bonus to Notice and Investigate checks when searching for tracks and other signs of a quarry's passage.

nodes along the sides of their carapaces, which contain extra brain tissue. Dreamweavers are intelligent enough to construct dreams tailored to the memories and personality of their host, but which also fulfil the dreams of their Drakh masters. For example, a dreamweaver could be sent to bring dreams to a Minbari commander which insinuate that his troops are exhausted and stressed and that he should head home instead of continuing his patrol. The dreamweaver uses a variation of the *reality fabrication* power to shape the host's dreams.

Healer: Healer symbiotes are capable of repairing damage to their host and curing diseases – but only as long as the symbiote is attached. The host gains a +4 bonus to Fortitude saves to resist poison and disease, and his healing rate is doubled. However, if the symbiote leaves the host, then any diseases, poisons or continuing conditions arrested by the symbiote return at full force.

A character cannot have both a healer symbiote and a healing implant.

Hunter: Hunter symbiotes are larger and more agile than normal symbiotes. They have the single large eye distinctive to the artificial race, but the eye is on the front of the creature's body instead of the top. Hunter symbiotes are used to track down foes by their Drakh

masters, launching themselves out of the nourishment pouches and prowling the battlefield like hungry wolves.

Joybringer: Joybringers are capable of giving their hosts incredible, indescribable pleasure once the two are merged. The experience is like nothing else imaginable and is highly addictive. Joybringers have some extra telepathic abilities – functionally, they are P10s with Telepathy +10, and can use the *Surface Scan* and *Deep Scan* powers on their hosts.

Keeper: The Keeper is seen by many as the pinnacle of the biomechanical art, creatures of exquisite elegance and malice. The Keeper requires more careful handling than other symbiotes; for a Keeper to work properly, it cannot just blindly scabble at the flesh of its host and stick its tendrils into his spine. It needs to be *willingly* accepted by the host. A Keeper who is not willingly accepted suffers a –8 penalty to all Telepathy checks targeting the host.

Keepers are intelligent enough to understand the needs and desires of the Drakh who incubated it and will punish their hosts if the host defies the will of the master. It is impossible to hide disloyalty from a Keeper, as they are capable of reading the minds of their hosts through telepathy.

Mindholder: The mindholder is the most passive of symbiotes. Even when merged, it just sits on the

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host's shoulder, a dead weight of dark scaly flesh that gives the overwhelming impression that it is *waiting* for something. That something is in fact the moment of the host's death, for in that instant the mindholder telepathically copies the host's thoughts and memories into itself. These thoughts and memories can be accessed by a Drakh at a later date. In rare cases, the Shadows have even been able to transfer the contents of a mindholder into a new clone body, effectively raising the dead, but the Drakh have not yet replicated this feat.

Puppeteer: Puppeteer symbiotes are the brute-force version of Keepers. Instead of entering into a subtle partnership with a host to ensure that the Drakh's interests are upheld, a puppeteer just yanks control of the host's body away from the host's mind and controls it like a puppet. This is damaging for both host and symbiote, but is necessary in certain circumstances.

When a puppeteer merges with a host, the two must make opposed Will saves. The winner gets to control the actions of the host body for ten minutes. This also inflicts one point of lethal damage on both host and parasite. If the host is exerting itself, the gap between Will saves drops to one minute; if the host is in a life-threatening situation, the gap drops to one round.

The puppeteer has enough intelligence to pretend to be the host for short periods – it is a telepathic parasite, using the host's own brain to boost its own capacity for thought. A merged

puppeteer has Bluff and Intrigue scores of +10 when pretending to be its host.

Puppeteers can cloak themselves in invisibility, just like a Keeper.

Remaker: Remaker symbiotes are cousins to the artisans, but they build *into* their hosts instead of *out* of their hosts. A remaker can, over time, rewrite the host's genetic structure and artificially assemble new organs and implants within him. This is a very slow process, taking months or years depending on the complexity of the task. Adding the Adaptation augmentation to a host might only take a few weeks; turning a Drakh into something that is genetically Human is much more time-consuming.

Remakers can make themselves invisible just like Keepers or puppeteers. As the remakers are more patient and careful than artisans, they can normally avoid inflicting damage on their hosts. However, they do compel their hosts to consume some very odd things to provide the raw materials for their chances. A Minbari carrying a remaker symbiote might find himself hungering for meat and coolant fluids without knowing why.

Slayer: Slayer symbiotes are last-ditch defensive weapons. They live for only a few minutes after being removed from the nourishment pouch, but their brief lives are explosions of

Keeper

Diminutive Alien Creature

Character Level: 5 (15 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft.

DV: 17 (+4 Size, +3 Dex)

Attack: None (Grapple +6).

Damage: None.

Special Qualities: Drakh Dependence, Invisibility, Merge, Parasite, Telepathy.

Saves: Fort +4, Ref +4, Will +6

Abilities: Str 6, Dex 16, Con 16, Int 6, Wis 11, Cha 15

Skills: Athletics +4, Concentration +6, Notice +4, Stealth +6, Telepathy +20.

Feats: Alertness, Iron Will, Telepath

Telepathy: Keepers count as being P15s, but can only use the following abilities, and only on their hosts: Daze, Deep Scan, Idea Seed, Message, Nerve Stimulation, Pain, Surface Scan. They have a racial bonus of +15 to Telepathy checks. Keepers almost always use the *agony* variation of the *Pain* ability to keep their charges in check. They have also been known to *Daze* a victim for hours at a time.

Keepers can use their *Idea Seed*, *Message* and *Surface Scan* ability even when not merged with their target. For example, the Keeper sent to control David Sheridan was able to read the boy's mind for years from its urn, before it was finally let out on his sixteenth birthday in 2277.

Invisibility: A Keeper is seen only when it wants to be seen. Anyone who looks at a Keeper that wants to remain hidden must make a Will save (DC 20); if this check is failed, the Keeper is effectively invisible to the observer. This ability is based on telepathy and does not fool mechanical devices such as cameras. The DC for the Will save drops to DC 5 if the Keeper is using one of its other telepathic abilities at the time.

Slayer

Diminutive Alien Creature

Character Level: 8 (23 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 17 (+4 Size, +3 Dex)

Attack: Six tentacles +11

Damage: 1d4+3

Special Qualities: Brief Life, Drakh Dependence, Fast Healing 2, Razor Tentacles, Telepathy

Saves: Fort +5, Ref +9, Will +2.

Abilities: Str 16, Dex 16, Con 16, Int 6, Wis 11, Cha 3

Skills: Athletics +7, Spot +4

Feats: Blind Fight, Combat Reflexes, Improved Initiative

Razor Tentacles: The incredibly sharp tentacles of the slayer ignore the first three points of DR from armour (but not natural DR). Furthermore, they threaten a critical on an 18-20. They have a reach of ten feet.

Fast Healing: Slayers automatically regain two hit points every round until their life begins to ebb – see Brief Life, below.

Brief Life: Slayers can only sustain their incredible killing speed for a few seconds. 1d4+1 rounds after being launched from the nourishment pouch, the symbiote loses its Fast Healing ability. Another 1d4+1 rounds after that, it curls up and dies, its energy reserve and life exhausted.

elegant violence. Slayers have dozens of razor-sharp tentacles that blossom out, their monofilament edges slicing through anything and everything nearby.

A Drakh with a slayer symbiote in its nourishment pouch can throw the symbiote as a grenade-like weapon as an attack action. The symbiote attacks in the same round it is launched.

Sleeper: Sleeper symbiotes are a new breed, only created in the last few years since the Drakh made contact with the Human Psi Corps. The sleeper symbiote replicates the effect of the sleeper drugs, blocking the host from using any telepathic powers. Sleepers can also cloak themselves in invisibility, like a Keeper.

PLAGUES AND BIOWEAPONS

The Drakh's mastery of biological weapons is perhaps their most infamous trait. Their earlier legends speak of a virus that destroyed their foes and garnered the attention of the Shadows. Their attack on Earth using a Shadowtech nano-virus nearly tore the Interstellar Alliance apart and would have wiped out all life on Earth if it was not for the desperate heroism of the *Excalibur* and her crew.

Most of the bioweapons listed here are manufactured by the Drakh Scholars – the Shadows left behind an arsenal of weapons but the Drakh have only managed to recover a tiny fraction

of them. If the Drakh truly understood the ancient technology of the Shadows, then everyone on Earth would have died within minutes of the attack.

Anti-Telepath Virus: The virus developed by William Edgars to exterminate Humanity's telepaths was not the only such plague. The Shadows knew of the danger posed by telepaths to their ships, so they commanded the Drakh to create this, a far more complex virus. Edgars' virus would only work on Human telepaths, but the Drakh anti-telepath virus is engineered to jump from race to race, targeting the common genetic elements left by the Vorlons.

Any character with the Telepath or Latent Telepath feat is vulnerable to this virus. It is airborne and spreads primarily through inhalation. Non-telepaths can be carriers for the virus, but it is quite harmless to them. If a character is exposed to the virus, he must make a Fortitude save (DC varies depending on the amount of exposure) to avoid contracting the plague.

Exposure Level	Fortitude Save DC
Casual contact with carrier	5
Prolonged contact with carrier	10
Long-term exposure to carrier in confined air supply (e.g. on board ship)	15
Virus released into air	20
Virus released into air in confined air supply	25
Direct exposure to concentrated virus	30

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If the character is infected, the virus incubates for a number of days equal to 10 minus the character's P-level, which means more powerful telepaths are more vulnerable to the engineered plague. The character is infectious during the incubation period.

Telepaths who become infected suffer one point of Constitution damage each day. There is no saving throw to resist this damage and the disease continues to affect the telepath for the rest of his life. Medical treatment may be able to keep the telepath alive, but no cure exists outside the research laboratories of the Drakh.

Assassin Virus: Assassin viruses are designed to kill a specific individual or family group. The Drakh have sufficient mastery of viral weapons that they can tailor a virus to an individual's genetic code, assuming they have a sample of that code. As the virus is specifically designed to affect a person, it is almost instantly lethal to its intended target, while being carried harmlessly by others. Unlike the anti-telepath virus, the assassin virus can only be carried by characters of the same race as the target.

Use the same Exposure table as above for Fortitude DCs for the assassin virus. A carrier remains contagious for 48 hours after exposure. If the target of the assassin virus contracts the virus, he suffers 1d4 points of Constitution damage per hour for the next 2d4 hours. He may make a Fortitude save (DC 25) each hour to resist the damage for that hour.

The effects of an assassin virus manifest as breathing difficulties leading to suffocation and braindeath in rapid order, as the body loses the ability to metabolise oxygen.

Apocalypse Virus: The Apocalypse Viruses were created by the Drakh in 2265, and would have been used on Earth or Minbar if they had not recovered the Drakh Plague from X'hadam. These are lethal plagues, designed to wipe out an entire species. The Drakh have developed variants of the plague for Humanity, Minbari, Centauri and Narn. Each Apocalypse Virus is mostly the product of genetic engineering, but includes a self-replicating piece of Shadow nanotechnology that rewrites the viruses' code at random intervals, while still keeping it just as lethal as before. This artificial mutagen means that it is very hard to create a cure for the plague, but without the risk of the virus mutating into something less lethal.

The Drakh currently hold the Apocalypse Viruses in reserve; the *Excalibur's* success means they have abandoned the strategy of exacting revenge exclusively by viral means, but the plagues could be useful in clearing a colony world or station of enemy infestation.

The Apocalypse Viruses are also airborne, so use the same Exposure table as above. Each virus incubates for 1d6 x 1d6 days before becoming active. The victim must make a Fortitude save (DC 15) each day or take 1d6 points of Constitution damage. Three successful Fortitude saves in a row means the victim has built up an immunity to the disease.

Medicine checks may be made as normal to aid with resisting the disease, but the DC is increased by 25 due to the disease's ability to alter itself to counter healing attempts.

Memory Wiper: This odd virus disrupts the brain's ability to make short-term memories, leading to intense confusion and disorientation. It affects most of the major races, although species with stranger neurophysiologies like the Vree or Gaim are immune.

The memory wiper is normally used as a gas, but some Drakh agents have carried a concentrated form of the virus in a liquid canister that can be sprayed at foes to wipe their memories. If a character is infected by the memory virus, he must immediately make a Concentration check (DC 5). If the character fails, then he suffers a -4 penalty to all skill rolls for the next five minutes, as his memory is disrupted and he cannot remember events from one round to the next. Five minutes after that, the DC for the Concentration check increases to DC 10, then DC 15 and finally DC 20. After that, the DCs run back to DC 15, DC 10, DC 5 and at that point the virus has run its course.

Characters affected by the virus are infectious, so the disease can spread from person to person.

Drakh Virus: This is the infamous virus used by the Drakh on Earth. It is a nanotechnological construct of the Shadows; while the Drakh understood it enough to use it, they lack the ability to modify or produce more of the plague. The plague works by creating new versions of diseases and viruses that the victim species already suffers from, modifying them into more lethal forms. The plague's nanomechanical components – tiny robots small enough to infect living cells – are in constant communication with each other. In essence, the plague is a planet-girdling computer made up of trillions of nanobots. The plague's ultimate purpose is not mere slaughter – it would be remarkably simple for the plague to reduce all life on Earth to grey goo – but it may in fact be running a bizarre form of natural selection on Humanity, culling the herd until it is left with only its fittest members.

Characters exposed to the Drakh plague, in any form, must make a Fortitude save (DC 30) to avoid infection. If a natural 1 is rolled to resist initial infection, then the character has also been marked out for experimentation by the Drakh Plague and the incubation period becomes 6d10 hours. Otherwise, the incubation period is 6d10 months. A check for initial infection must be made every round the character is in contact with the plague. Once infected with the Drakh Plague, a character cannot recover from it by any means currently known to the Younger Races.

The plague continuously creates mutated versions of classic and unknown diseases to inflict upon its host. Once incubation is complete, the Games Master rolls 1d6 on the Drakh Plague table. The ability score designated is the one that takes initial and secondary damage. Once the ability score is reduced to 0, the host dies. It is incredibly rare for a character to survive this but three successful saving throws in a row will defeat that

aspect of the disease. However, the character is still infected and will suffer another mutated strain in 1d10 months.

Drakh Plague Table

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Memetic Virus: The memetic viruses are one of the more curious products of the Shadows' billion-year-old technology. It is a thought that leaps from mind to mind, an image that cannot be forgotten and which wreaks havoc in the minds of those who see it. The Techno-Mages speak proudly about knowing *'the fourteen words to make someone fall in love with you forever; seven words to make them go without pain, or to say goodbye to a friend who is dying.'* The Shadows gave them those secrets and more, and they are encoded in the memetic viruses.

While the Drakh recovered some of the memetic viruses from Z'ha'dum, encoded in Shadow runes onto indestructible stone tablets, they have not yet managed to comprehend any of them or make use of them. The power of the memetic viruses is vast – with them, the Drakh could rewrite minds just by broadcasting a message, or speaking to a foe. The virus is just a few words or an image whose individual components are very simple, but when put together, their combined effect is tremendous.

If the Drakh do successfully reconstruct any of the memetic viruses, then use the following rules: Exposure to the virus can be direct – the victim speaks to the Drakh, or sees the image for himself, in which case the victim must make a Will save (DC 25) to resist – or indirect, where the victim speaks to or interacts with someone who has already been infected with the memetic virus. The most insidious part of the virus is that its influence pervades the thoughts of those who are infected by it; their every word and action is influenced by it, and over time produce more iterations of the virus. The Will save DC to resist indirect exposure varies; it depends both on the length of exposure and the number of transmissions between the initial victim and the current one.

The memetic virus can produce changes in personality or behaviour, although especially large changes or changes that are directly opposed to the most deeply-held aspects of the victim's personality do allow another Will save against the original infection DC.

Shadowtaint: The Shadowtaint virus is a version of the memetic virus constructed by the Shadows themselves. It contains the principles of the Shadows' philosophies of conflict and evolution and forces them into the minds of those exposed to it. The Shadows

never released this virus, as it contradicts the rules of engagement of their war with the Vorlons, which stated that neither race was permitted to alter the minds of the younger races

However, the Drakh did find a cache of the virus on Z'ha'dum before they left the planet. This virus was in the form of a large black sphere, with indistinct shapes moving beneath its surface. Anyone looking at the globe must make a Will save (DC 25) or be infected by the Shadow philosophy. For a member of the younger races, this causes the victim to try to bring systems into chaos and then to fight for survival in the ensuing anarchy. The victim's actions will also pass on the desire for chaos.

WEAPONS

The Drakh have a variety of hand and other personal weapons, all of which share certain traits. Drakh weapons are invariably highly efficient and do not use ammunition. The Drakh also prefer precise, accurate weapons; instead of heavy explosives, the Drakh use bioweapons when they need to deal with large numbers of foes, but generally they work from the shadows and do not get into situations where they would need heavy firepower.

Drakh PPG: The Drakh version of the common PPG is of comparable power and range to the EarthForce standard Auricon PPG, with one major difference – instead of using replaceable power clips, the Drakh PPG contains a heavy power pack in its hilt, allowing it to fire dozens of times before requiring a recharge.

Drakh Plasma Cannon: One of the few Drakh heavy weapons, the plasma cannon can be fired in three ways. Its primary mode of operation fires shots of super-hot plasma at high speed like a normal PPG. In the second mode, the plasma cannon spins up to produce larger, slower globes of magnetically-held plasma that 'splash' when the sphere collapses. The end result is much like a plasma grenade; the operator can even alter the magnetic charge, allowing him to determine how long the magnetic sphere lasts before it collapses. Finally, the cannon can also be set to spit a cone of hot plasma, allowing it to work like a flamethrower.

Spike Pistol: The spike pistol is a common Drakh weapon. It fires wickedly sharp spikes of intelligent metal, capable of shaping themselves on impact for maximum damage. Each spike trails a monofilament cord behind it. On command, the cord can be made to retract itself back into the gun, whipping the spike back so it can be fired again. The spike can also release barbs that dig into the flesh of its victims.

If a character suffers a critical hit from a spike pistol, the spike has embedded itself in his flesh instead of just striking him. The spike automatically inflicts its normal damage again when withdrawn; withdrawing the spike is a free action for the character holding the gun. If the attacker uses the barb option, then withdrawing the spike becomes an attack action, but the spike automatically inflicts triple normal damage.

Drakh Technology



Spike Rifle: A spike rifle is a bigger, more powerful version of the common spike pistol. In addition to its increased range and damage, the spike rifle can fire multiple spikes at the same time. The basic pistol can be used to make multiple attacks in non-barbed mode, but the spike rifle can fire multiple barbed spikes.

Drakh Needler: Unsurprisingly, given their mastery of assassinations and toxins, the Drakh have their version of the needler gun. The Drakh needles are gravitic crystal missiles, capable of altering their own flight paths, turning around corners and homing in on their targets. Drakh needlers give a +4 bonus to attack rolls.

Swarmers: A rather alarming weapon, swarmers are grenade-like objects that contain tens of thousands of artificial insects. They scuttle over all living beings nearby, tearing at vulnerable organs like eyes. The swarmers can communicate with each other by pheromones, so the whole swarm follows any of its members who have found food. In game terms, the swarmer functions like a grenade with an explosion radius of ten feet. Any characters caught within the area of effect must make Reflex saves (DC 14). Characters who fail their Reflex saves take 1d8 damage each round; those who succeed take 1d4 damage each round. Damage reduction applies, but the effectiveness of damage reduction from armour is reduced by one point each round, as the swarmers find their way in through the cracks in the armour.

This damage continues until the victim is dead, or until the swarm is killed. Any area effect will destroy the swarm, as will immersion in water, very high winds (like explosive decompression) or fire.

Gravity Grenade: The Drakh have considerable knowledge of gravity-manipulation technologies and this hand-held device is perhaps the smallest known example of anti-gravity being used as a weapon. It can be fired in two ways. The first setting produces a momentary burst of gravity, centred on the grenade itself. This burst has a radius of 15 feet; anything within range of the burst is drawn towards the grenade. Characters must

make an Acrobatics check (DC 15) or be knocked over by the burst.

The second setting disrupts the artificial gravity found on board spacecraft. The artificial gravity within 30 feet of the point where the grenade detonated is shut down until the gravity field is repaired with a Technical (electronics) check (DC 15).

Hunter-Killer: Hunter-killer missiles are larger versions of the Drakh needler projectile. A hunter-killer missile is a floating half-meter spike of black crystal that seeks out and destroys its assigned target. The weapons are partly telepathic – the Drakh operator need only visualise the target and the hunter-killer will fly off to kill. The hunter-killer's crystal surface is somehow composed entirely of edges (a product of Shadow technology), so it cuts through anything it touches.

Hunter-killers have a short-range telepathic sense, which they use to find their targets. Under normal circumstances, the hunter-killer is fired like a conventional missile at first, then when it gets within range of a sentient mind, it scans that mind for any sign of its quarry. If the mind knows where the quarry is, the hunter-killer goes after the quarry; if it does not, then the missile either follows the creature in the assumption that it will lead back to more sentient beings who can be scanned for signs of the quarry, or else the missile shuts down and waits. Hunter-killers can wait for centuries before being triggered again by the passage of a mind within range of their sensors.

Hunter-Killer

Tiny Alien Construct

Character Level: 8 (20 hp)

Initiative: +2 (+2 Dex)

Speed: Fly 25 ft. (perfect)

DV: 18 (+2 Size, +2 Dex, +4 Defence)

Attack: Skewer +10.

Damage: 2d6+2.

Special Qualities: Flight, Telepathy, DR4, Sharpness

Saves: Fort +2, Ref +4, Will +2

Drakh Weapons

Weapon	Cost	R/I	Dam.	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Drakh PPG	—	I	2d8	—	19-20/x2	50	60 ft.	Small	1 lb.	Energy	Light, Automatic
Drakh Plasma Cannon	—	I	2d10	—	19-20/x2	100	120 ft.	Medium	4 lb.	Energy	Rapid Fire, Grenades
Spike Pistol	—	I	1d6	—	17-20/x3	1	30 ft.	Small	1 lb.	Piercing	Light, Automatic
Spike Rifle	—	I	1d6	—	17-20/x3	3	60 ft.	Large	3 lb.	Piercing	Automatic
Drakh Needler	—	I	1	—	20	10	15 ft.	Small	½ lb.	Piercing	+4 attack
Swarmer	—	I	Special	10 ft.	—	—	20 ft.	Tiny	1 lb.	Bite	Special
Gravity Grenade	—	I	Special	15 ft.	—	—	20 ft.	Tiny	1 lb.	—	Special
Hunter-killer	—	I	2d6+2	—	20/x2	—	—	Small	8 lb.	Piercing	—
Neutron Beamer	—	I	10d10	5 ft.	—	10	60 ft.	Large	12 lb.	Energy	—

Abilities: Str 14, Dex 14, Con -, Int 8, Wis 10, Cha 1

Skills: Notice +7, Stealth +9

Feats: Dodge, Skill Focus (notice), Skill Focus (stealth)

Flight: The hunter-killer can fly with perfect manoeuvrability at 25 ft. per round.

Telepathy: A hunter-killer has a limited form of telepathy. It can do a Surface Scan on any creature within line of sight (Will save, DC 10 to resist). It may also use the Locate Mind ability freely. The hunter-killer automatically succeeds in activating these powers.

Sharpness: The hunter-killer's surface is incredibly sharp. Anything touching it when it is moving takes 1d6 damage each round.

Neutron Beamer: The Drakh warships use the same neutron beam technology as the Minbari, but they have refined it far more. Not only are the Drakh fighters equipped with potent beam weapons, but the Drakh actually have a man-portable version of the technology. The Drakh generally do not use these beam cannons openly but having the firepower to bring down a fighter or punch through a tank's armour is surprisingly useful on some covert missions. The neutron beamer can only be fired every third round, however, as it has a long cool down cycle.

When fired at targets with an Armour rating, the Neutron Beamer has Offence 5.

ARMOUR

Drakh Body Armour: This is a light suit of layered bio-polymers with limited regenerative facilities, allowing it to self-repair over time. Almost all Drakh wear some variant of this garment, normally with clan markings positioned over the heart.

Biogel Armour: Biogel armour looks like a thin mesh of organic webbing, with many small greenish nodules embedded in it. While the armour does provide a limited amount of protection, its chief benefit is that the gel inside the web strands contains powerful healing drugs and clotting agents, meaning that it heals wounds much faster. A character wearing biogel armour always has DR1 thanks to this healing facility, even against attacks that normally bypass Damage Reduction (the exception is telepathic attacks, which the biogel armour provides no protection against).

Biogel armour can be worn under any of the other armours listed here.

Distortion Field: The distortion field device is based on the same technology that produces the more powerful gravity shield (see below); the Drakh's mastery of gravity manipulation exceeds even that of the Minbari. The distortion field device clips onto a Drakh's belt and creates a warping effect around the wearer, making him harder to see.

Furthermore, the tides of gravitational energy around the wearer can sweep small objects including projectiles away from him.

The wearer of a distortion field gains a +4 bonus to defence. Furthermore, any ranged weapon attacks suffer a flat 20% miss chance thanks to the gravitational tides. A distortion field's power pack has enough energy for two hours of use before being exhausted.

Encounter Suit: The Drakh encounter suit is relatively unremarkable in terms of technology – it provides life support functions for up to a week, protects against radiation and gives a small amount of Damage Reduction – but it is notable for its design. The organic lining of the surface and the look of the helmet means that most creatures who see the suit assume it is a living creature, not a Drakh in a suit.

Gravity Shield: The gravity shield is the pinnacle of Drakh personal protection. It is a harness that can be worn over any of the other armours listed here. It projects a gravitic screen that blocks incoming weapons of all types; the screen is mono-directional, so the Drakh can fire weapons through the screen without any penalties.

When active, the shield provides DR8 against all attacks. This DR is applied separately to DR from other armour – a Drakh wearing a gravity shield and body armour would reduce any damage from attacks by eight and then by two. Armour piercing effects are counted separately against the shield and any other armour.

The gravity shield is not perfect – there are fault lines and edges where the gravity planes join that provide no protection. A character can take a –8 penalty to his attack roll with a ranged weapon in order to avoid the damage reduction from the gravity shield.

The power pack in a gravity shield lasts for 30 minutes before it is exhausted and must be recharged.

Symbiotic Suit: The symbiotic suit is an advancement of the technology used in the biogel armour. It is an exoskeleton that plugs into a Drakh's biotech port, wrapping the Drakh's limbs in synthetic muscles and bone plates. The symbiotic suit includes biogel webbing and so cannot be combined with the biogel armour described above.

Drakh Armour

Outfit	Cost	I / R	Weight	DR	Speed Reduction	ACP
Drakh Body Armour	—	—	25 lb.	2	—	–2
Biogel Armour	—	—	5 lb.	1	—	–1
Distortion Field	—	—	4 lb.	—	—	—
Encounter Suit	—	—	25 lb.	4	–10 ft.	–5
Gravity Shield	—	—	8 lb.	8	—	—
Symbiotic Suit	—	—	10 lb.	4	–10 ft.	–2

Drakh Technology

The symbiotic suit gives the wearer +4 Strength and +2 Dexterity.

OTHER DEVICES

Organic Structures: The Drakh inherited the technology to grow living buildings from their Shadow masters. These are seeds that grow into structures of black chitin and synthetic bone, expanding out of the ground like febrile nightmares. The Shadows used this technology to construct bases swiftly and easily; the Drakh prefer to wrap their organic buildings in more conventional materials, as even the Drakh find Shadow architecture disquieting at times.

The structures are capable of repairing and maintaining themselves. They even have enough intelligence to track movement within their confines, telepathically reporting what they learn to their Drakh caretakers. A small structure – a bunker or outpost – takes 48 hours to grow; larger structures like bases or hangars take a week on average. The time varies depending on the mineral content of the ground.

Null Field: A null field is a twist in space-time that prevents anyone from outside the field perceiving what is inside by any conventional means. The null field does not reflect any radiation, nor does it permit any radiation to leave. Sound is also blocked by a field. From the outside, a null field looks like a black area of utter nothingness. It is virtually impossible to detect the contents of a null field from the outside, or to detect anything outside from inside. Most null fields are spherical, although the Drakh can easily set up null fields in other shapes or even two-dimensional null walls.

A null field gives a –40 penalty to Operations (sensors) checks made to scan through the wall. A null field is produced by a generator but the field lasts for some time after the generator has been shut down before shrinking away to nothingness. Most null fields last only a few hours, but Drakh can set up semi-permanent null fields by hiding a generator within the field itself and setting it to renew the field at regular intervals.

Probedust: The Drakh use a substance called probedust as a sensor. It is a nanomachine surveillance system that forms lens and microphones using static electricity when needed, but is undetectable as anything more than ordinary dust to snoopers and counter-surveillance measures. Each nanomachine stores only a tiny portion of the recorded information, but there is enough redundancy in the system to compensate for the loss of tens of thousands of microscopic robots.

Probedust can be programmed using a handheld device to perform different functions. Normally, probedust is just used to spy on enemies of the Drakh but it can also be used as an alarm system, alerting the Drakh to intruders. Probedust automatically spreads out over time, to maximise its coverage of an area; it is also attracted to heat and movement, attaching itself to living creatures where possible.

Techno-Mage Ward: Of all the younger races in the galaxy, the Drakh know the Techno-Mages better than any; for a thousand years, it was the Drakh who prepared the Techno-Mages' chrysalises and other devices and brought them in secret to the members of the Techno-Mage Council, so more apprentices could be gifted with the power of technomagic. While the Drakh cannot yet control technomagic themselves, they do understand enough of it to disrupt it. Techno-Mage wards are electromagnetic scramblers that block the subtle frequencies used by the mages to work their spells.

To ward an area, at least three emitters must be placed, marking the boundaries of the warded zone. Any attempts to use technomagic in an area protected by a Technomagic Ward suffer a –20 penalty to Magery checks. Furthermore, any attempts to use technomagic to attack the ward emitters directly suffer a –40 penalty to Magery and if a Techno-Mage touches an active ward, he suffers 3d6 points of damage from feedback as microscopic implants in his body are fried.

Translator Globe: The Drakh translator globes are similar to those used by Pak'ma'ra, Gaim and other species who cannot vocalise Human speech. The globe automatically translates languages spoken in its presence, beaming the translation in tight-beam sound waves to the auditory receptors of the appropriate creature. However, the Drakh globe also has the capacity to broadcast subliminal messages, influencing the emotional cast of listeners. Characters within 20 feet of a Drakh Translator Globe must make a Will save (DC 12) or suffer a –4 penalty to Sense Motive checks made against the Drakh.

Transparency Cloak: The transparency cloak is used by Drakh agents and spies. It uses the same techniques as the EarthForce black light suit or changeling net, projecting a holographic image onto its surface. However, the transparency cloak is so efficient that it has almost no energy emissions. It also dampens sound. The wearer of a transparency cloak is effectively invisible and perfectly silent, giving him a +20 bonus to Stealth checks. The cloak protects almost as well against electronic sensors, increasing the DC to detect the wearer by +10.

SHADOW RELICS

For thousands of years, the Drakh were the custodians of the weapons of the Shadows. It is only now that they are realising exactly how little they understood the tools of their masters, but the Drakh are learning quickly, scavenging secrets from one device so they can learn how to use another. The following artefacts are samples of what the Drakh brought from Z'ha'dum and may one day use against the Interstellar Alliance.

Antimagic Field

The Shadows made the Techno-Mages; everything the mages do is tainted by the Shadows. They knew, though, that the chaos inherent in the Shadowtechnology would make the mages unpredictable and difficult to control, so the Shadows were careful to include precautions in their gifts.

The Antimagic Field is a Shadow artefact that completely shuts down a Techno-Mage's implants, leaving him no more competent than the average member of one of the younger races. Physically, the device is a block of organic material, black as interstellar space, about five feet long, and warm to the touch. The device is controlled by touching the seven symbols marked on it (which are parodies of the Techno-Mage runes). Its antimagic field can be switched on or off, contracted to nothingness or expanded to cover an entire planet. It can even permanently disable a Techno-Mage's implants and destroy his Places of Power.

Magery checks automatically fail within the area of effect of the Antimagic Field and no Techno-Mage device or ability can function.

The Drakh had one of these devices on Thenothk when it was attacked by the Techno-Mages (see pages 68-69). When they returned to rebuild the damaged city, they discovered that the vault containing the device had been looted, presumably by one of the thousands of raiders and pirates who fled the city after the bombings.

Hyperspatial Barrier

During the closing stages of the Earth-Minbari war, EarthForce scientists managed to build a hyperspatial interdictor, a device that prevented the Minbari fleet from jumping in past the Line and avoiding the waiting armada. That interdictor is a child's toy compared to the Shadows' hyperspatial barrier. The principle behind this weapon was encountered by the younger races several times during the Shadow War, when the Shadow vessels used jump point disruptors to prevent enemy ships from fleeing.

The hyperspatial barrier *decouples* hyperspace and realspace across an entire system. Any attempts to jump in or out automatically fail as the jump vortices fail to form. The barrier takes the form of a missile that must be fired into an open jump point. The bigger the jump point, the larger the area of hyperspace decoupled. A jump point opened by a *White Star* might only suffice to bar a few hundred thousand kilometres of realspace but an open jump gate allows the hyperspatial barrier to extend over an entire system.

The barrier effect lasts 2d6 x 2d6 hours before the fabric of space-time re-knits itself.

The Drakh have several dozen hyperspatial barrier missiles, left over from an abortive attempt to block the Vorlon advance in the closing days of the Shadow War. While the younger races cannot break through the barrier, the Vorlons' mastery of hyperspace allowed them to avoid the barrier. The fleet carrying the missiles retreated when it became apparent they could not stop the enemy.

Madness Gatekey

The Madness Gatekey is a relic left over from the time of the Thirdspace Invasion, millions of years ago. The Drakh took it from Z'ha'dum, not understanding that the Shadows had meant it as a *warning* to their servants, not as a gift.

The Madness Gatekey is not a physical object, it is a particular code on a particular radio frequency. When broadcast into an open jump point, the code slips *between* realspace and hyperspace, and calls out into Thirdspace. The Gatekey is not powerful enough to open a gate to that nightmare dimension but using it does attract the attention of the bizarre entities that dwell in Thirdspace. They are all immensely powerful telepaths and their attention has deleterious effects on anyone passing through the 'tainted' jumpgate. Over time, the attention of the Thirdspace entities spreads out from the jumpgate, encompassing nearby space and planets.

Creatures exposed to the effects of the Madness Gatekey must make Will saves during times of high emotion. The DC for the Will save varies depending on how close the victim is to the 'tainted' gate – from DC 40 for a character at the gate to DC 5 for a character on a planet in the same system. Those who fail the Will save fall under the influence of the Thirdspace aliens and begin to act in bizarre and irrational ways, usually related to the cause of the extreme emotion that rendered them vulnerable in the first place. Left unchecked, this leads to the building of eldritch temples, cults chanting for the return of the Old Ones, mass sacrifices, dark rituals and apocalypses in relatively short order.

There is a second code that disrupts the connection to Thirdspace, which the Drakh also possess. Alternatively, a sufficiently powerful telepath could block the connection from within a jump point, although the telepath would have to sacrifice himself by holding the psychic connection closed while the jump point closes around him, killing him.

Luckstone

The Luckstone is a fist-sized lump of dense matter. It is a vastly powerful device for manipulating entropy, altering the probabilities of events around the character using it. The Luckstone gives the user a +4 luck bonus to all saving throws and to Defence, by warping chance events around him. For example, a dock worker might trip over a loose cable, toppling a crate which falls down two decks – and the falling crate just happens to block an incoming PPG shot aimed at the Luckstone's wearer.

The Luckstone can also influence larger events, selecting possible futures from the infinite quantum foam of the future and making the most desirable ones come true. The Luckstone's owner might win the New Vegas Lottery, or have a beautiful woman fall in love with him, or find out that some distant relative changed his will on his deathbed, leaving the character with a controlling interest of



a megacorporation. However, all of the Luckstone's gifts come with a price; others will suffer greatly for everything the owner gains. The Lottery win will turn out to be fixed by the triads in New Vegas, triggering a vicious gang war; the beautiful woman abandons family and career; the megacorporation loses billions of credits because an utterly unknown person has been put in charge.

As soon as the Luckstone has brought the owner to the pinnacle of his potential – it leaves him, slipping away through some engineered mischance. It raises each owner up as high as he can go, then lets chaos roll back in. If the user has the skill and cunning to survive, he can hold on to what he has won. It is the principle of evolution through chaos in a handy pocket-sized form.

The Trident

The Trident is a Shadow weapons system, originally designed to aid their servants in excavating buried Shadow ships. However, it can also be used offensively, giving a Drakh vessel something of the firepower of a Shadow Cruiser. The Trident device is notable because it is entirely self-contained; it could be mounted to something as small as a shuttle or Starfury and still work just as effectively. It generates its own power from a built-in bioreactor. A fully charged Trident can only fire five times before it has to recharge; it takes four hours to recharge enough to fire once.

Trident Beam: (Long, Offence 150, Beam 3d10, 1 weapon space)

The Drakh recovered several dozen Tridents from Z'ha'dum and other Shadow bases; they are being held in reserve for the defence fleets of the motherships.

Worldcaller

According to certain ancient annals taken from Z'ha'dum, the Shadows had a homeworld before they adopted Z'ha'dum as their own, millions of years ago. They had many enemies who would have gleefully destroyed the Shadows' homeworld out of spite when it was abandoned, so the Shadows took steps to protect it. Before they left it for the last time, they spun it out of the orbit of its old sun, sending it careening on a course out of the galactic plane, into the darkness between galaxies. The world has been racing through the cold darkness for millions of years, out of reach of any of the other races.

The priests of the *shan* have the talisman called Worldcaller. They believe that when activated, it will call the lost planet back from the depths of space, carrying all the wonders of the ancient

times. However, the Worldcaller can only be activated at a particular Shadow base, one that was lost long ago in the chaos of some ancient war. The *shan* Drakh have begun to search for this base, but their ongoing war with the Earth Alliance means that their scouts cannot search Human-held space easily.

If the legends are true and the Shadows did intend for the Worldcaller talisman to either summon or point the way to the lost world of darkness, then it would be a potent weapon for the Drakh. The tale of yet another lost homeworld could also be a desperate attempt by the *shan* priests to retain control of the clan after the disastrous defeat at Sol.

VEHICLES

The Drakh have almost no surface vehicles – they dwell in space, where there is no need for tracked or wheeled modes of transport. When they must travel over the surface, however, they use mostly gravity sleds and personal flyers.

Gravity Sled

The Gravity Sled is a very simple design – a flat lozenge of metal, with an anti-gravity generator built into it. The sled is controlled from a small cockpit at the front. Cargo on the sled is held in place by a gravity field, which also minimises wind resistance. The sled's design makes it easy to plug more sleds together, expanding the sled's carrying capacity. Sleds can be combined to carry anything from a few crates of equipment to a downed cruiser in a matter of minutes.

Diminutive Surface Vehicle

Defence Value: 16 (+8 Size, –2 Handling); **Armour:** 10; **Handling:** –2; **Sensors:** +0; **Stealth:** 0; **Stress:** –; **Features:** Gravitic Engine

Crew: Drakh Line (+5 BAB, +9 Training); 1 Driver

Structural Spaces: 5 (Cargo 3, Control/Crew 1, Engine 1)

Drakh Personal Pod

The Personal Pod is the smallest space-going vehicle in existence. It is a roughly spherical frame, just big enough for a single pilot and a minimum of personal equipment. The pod contains a gravitic engine powerful enough to propel it to escape velocity of most planets, and its life support systems can sustain a traveller for up to a week. The pod even has a weapon system, consisting of a gravitic beam that causes internal stress fractures and breaches in anything it is fired at.

The outer hull of the personal pod has limited stealth capacities; it can camouflage itself to blend in with the surrounding terrain. The stealth system is not fast enough to hide the pod while it is in flight, but it can be used to hide a grounded pod from unwelcome attention.

Drakh Crew Experience

	Green		Line		Veteran		Elite	
Race	BAB	Training	BAB	Training	BAB	Training	BAB	Training
Drakh	—	—	+5	+9	+9	+14	+14	+18

Although these little pods are capable of space travel, they are more often used as personal flyers by planet-bound Drakh. Even the most fanatical and committed Drakh feels uneasy at risking space travel in a tiny bubble.

Fine Spacecraft

Defence Value: 28 (+16 Size, +2 Handling); **Armour:** 1; **Handling:** +2; **Sensors:** +2; **Stealth:** 10; **Stress:** -; **Features:** Atmosphere Capable, Gravitic Engine, Hover
Crew: Drakh Line (+5 BAB, +9 Training); 1 Pilot
Structural Spaces: 1

Fore Arc Weapons

- ⑤ Gravity Beam (Short, Offence 5, Beam 1d4, 1 weapon space)

Worm Crawler

The Drakh operate in secret on many worlds, furthering the aims of their masters through stealth and patient work in the darkness. They are surprisingly skilled at blending in with alien populations when they have to, but they prefer to avoid all unnecessary contact with lower beings. For Drakh who must share a world with another civilisation, the Worm Crawler is the preferred form of travel.

A Worm Crawler resembles the unholy mating of a train car with a giant beetle. The prow of the Worm Crawler contains a powerful blaster which smashes the rock or soil in front of the vehicle. The rest of the hull can produce a supercavitation effect using a gravitic field. In effect, the blaster makes the rock in front of the Crawler as fluid as a liquid, which the Crawler can then 'fly' through at considerable speed. A Worm Crawler passing through soft earth can move almost as fast as a conventional vehicle driving along the surface. The Crawler does leave gravel-packed tunnels behind it as it travels, and can be tracked using seismic sensors, but it is obviously much harder to spot than a normal surface vehicle.

Inside, the Crawler has space for up to two dozen Drakh and their cargo. The Crawler can also be adapted into a breaching tool, by adding extra doors and gunports so the crew on board can exit quickly. The Crawler is actually an adaptation of the Drakh breaching pod used in space combat, an example of how the Drakh reuse and adapt their technology given their limited resources.

A Crawler can move underground or emerge from below by executing the *Dig!* order.

Medium Surface Vehicle

Defence Value: 6 (-4 Handling); **Armour:** 12; **Handling:** -4; **Sensors:** +4; **Stealth:** 10; **Stress:** -; **Features:** Burrowing, Gravitic Engine

Crew: Drakh Line (+5 BAB, +9 Training); 1 Driver, 1 Gunner, 2 Engineers, 20 Passengers

Structural Spaces: 15 (7 Cargo, 4 Engine, 1 Control, 3 Weapons)

Dig!

Type: Tactical

Skill Check: Operations (piloting) (DC 10)

Success: The Crawler lifts itself up and plunges into the ground if on the surface, or rises up if below ground. When underground, the Crawler cannot normally be targeted by weapons.

Failure: The craft crashes – roll on the Crash Damage table to see the extent of the damage.

Fore Arc Weapons

- ⑤ Blaster (Short, Offence 10, Beam 1d6, 1 weapon space)

Port Arc Weapons

- ⑤ Left/Right Particle Guns (Short, Offence 12, 1 weapon space)

Starboard Arc Weapons

- ⑤ Left/Right Particle Guns (Short, Offence 12, 1 weapon space)

Great Harvester

On the rare occasion when the Drakh must gather resources from another planet, they drop these massive harvester robot vehicles. The harvesters are designed to gather and process as many resources as possible in a short time. The harvesters float on gravitic fields, using the same blasters as the Worm Crawlers to shatter ore-bearing rock, then sucking in the resources. On board, reclamation vats compress whatever organic resources have been gathered, while fusion-powered furnaces extract metals from ore – or from the debris of cities, as the harvesters can process a city in exactly the same way they deal with wilderness.

Harvesters do have minimal weaponry, to defend themselves against attacks from unprocessed resources.

Huge Surface Vehicle

Defence Value: 2 (-4 Size, -4 Handling); **Armour:** 15; **Handling:** -4; **Sensors:** +0; **Stealth:** 5; **Stress:** -; **Features:** Gravitic Engine

Crew: Drakh Line (+5 BAB, +9 Training); 1 Driver, 1 Gunner, 2 Engineers

Structural Spaces: 50 (36 Cargo, 1 Crew, 6 Engine, 4 Control, 3 Weapons)

Fore Arc Weapons

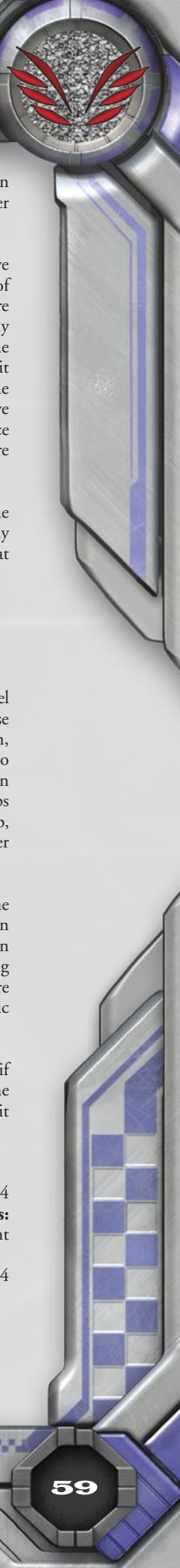
- ⑤ Particle Guns (Short, Offence 12, 1 weapon space)

Port Arc Weapons

- ⑤ Particle Gun (Short, Offence 12, 1 weapon space)

Starboard Arc Weapons

- ⑤ Particle Gun (Short, Offence 12, 1 weapon space)



Taegus Assault Tank

The Taegus is the only dedicated combat vehicle in use by the Drakh; each Clanfleet has only a handful of these tanks, used to secure the terrain around their bases. The Taegus has a full-fledged neutron beam as its main weapon, which is capable of firing on space-bound targets. The tanks also have gravitic shields, making them significantly tougher than almost any other ground vehicle.

The Drakh have so few Taegus tanks, though, that they dislike risking them in battle against comparable foes. For all their power, the Taeguses are normally just used as escorts for the harvesters.

Medium Surface Vehicle

Defence Value: 12 (+2 Handling); **Armour:** 22; **Handling:** +2; **Sensors:** +5; **Stealth:** 10; **Stress:** -; **Features:** Gravitic Engine
Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Driver, 2 Gunners, 2 Sensor Operators, 2 Crewmen
Structural Spaces: 20 (2 Cargo, 2 Crew, 4 Engine, 4 Control, 8 Weapons)

Turret Weapons

- ⑤ Neutron Beam (Long, Offence 40+beam 2d6, 4 weapon spaces)
- ⑤ Plasma Spray (Short, Offence 5, Rapid Fire 3, 1 weapon space)

Fore Arc Weapons

- ⑤ Particle Cannon (Short, Offence 20, 1 weapon space)

Port Arc Weapons

- ⑤ Particle Cannon (Short, Offence 20, 1 weapon space)

Starboard Arc Weapons

- ⑤ Particle Cannon (Short, Offence 20, 1 weapon space)

SHIPS

The Drakh Clanfleets are composed of thousands of vessels, from tiny scouts and shuttlepods to the imposing bulk of the slow-moving clanships and the elegant grace of the holy Templeships. The Clanfleet is a tribe on the march, a space-faring nation with its own cities, armies, factories, even farmlands. All those vessels from the smallest to the biggest clanship use similar technologies.

Drakh hulls are a bio-organic composite interwoven with gravity-drive coils. The hulls are not technically alive but they are grown like living material into preprogrammed shapes. The hulls are weaker than a conventional design but this is more than compensated for by the gravitic shielding and ease of construction. The hull plates fuse into each other, bonding so there are no seams or weld lines or other weak spots.

The Drakh use Shadow-technology bioreactors for power generation. They do not understand the principles by which these organic power plants work but have learned to clone new reactors and maintain them. The bioreactors are capable of producing virtually infinite power over time, but the Drakh

supplement their energy reserves in emergencies with fusion reactors. The Drakh fleets can harvest hydrogen from the upper atmospheres of gas giants.

Inside, Drakh ships are cramped and lightless – the Drakh have lived on those ships for *generations* and so know every inch of every corridor, every control and every indicator. The vessels are also eerily silent, as all the machines are maintained so efficiently and so perfectly that they work in almost perfect silence. The Drakh reflect their machines; to conserve oxygen, they sit motionless and silent for days at a time, communing with the Entire and acting only when absolutely necessary. Some have compared a Drakh ship to a flying monastery, but in deep space when the Clanfleets are hiding from the other races, they are closer to spacebound tombs.

The Drakh are extremely conservative ship designers – the same basic hull designs have been in use for centuries, changed only when the Shadows let slip some new piece of technology that can be incorporated into one of the ships.

Drakh Shuttle

Atasa, 'Windflower'.

The standard Drakh shuttle strongly resembles a Vorlon vessel – petals blossom from the rear of the ship when in flight. These panels serve a variety of functions: cargo can be attached to them, they are covered in sensor arrays, and they can also be used to coast on solar winds or on emissions from gravitic drives. When a Clanfleet is in flight, the shuttles that dart between larger ships need only use their own drives for a few seconds in each trip, saving energy by hitching a ride on the gravity field of larger vessels.

The crew section of the shuttle is in the central bulb. The shuttle needs only a single pilot, and can carry up to two dozen passengers (other races would find the accommodations on board the shuttle cramped, but the Drakh are used to sitting in small niches) along with a cargo payload. The shuttles are surprisingly manoeuvrable for their size thanks to their gravitic drives.

The shuttle is capable of entering atmosphere, but only if the 'petals' are wrapped around the central bulb, limiting the amount of cargo that can be transferred from surface to orbit by these shuttles.

Small Spacecraft

Defence Value: 18 (+2 Size, +6 Handling); **Armour:** 14
Handling: +6; **Sensors:** +12; **Stealth:** 20; **Stress:** 8; **Features:** Gravitic Engine, Atmosphere Capable, Drakh Flight Computer
Crew: Drakh Line (+5 BAB, +9 Training); 1 Pilot, 24 passengers
Structural Spaces: 8 (Cargo 5, Control 1, Crew 1, Engine 1)

Breaching Pod

Ata'sda, 'Death Wind'.

The Drakh breaching pod is a refit of the standard Drakh shuttle. A ring of plasma torches is mounted on the prow, allowing it to burn through the hull of another vessel. Once the hull is almost completely breached, the pod smashes through with an extendible boarding tube. A breaching pod contains 20 Drakh warriors. The Drakh sometimes use weapons like swarms (see page 53) or fast-acting bioweapons or poisons to weaken the defenders of ships as they board, or even send a wave of remote-controlled breaching pods packed with such toxins ahead of the main boarding party.

Small Spacecraft

Defence Value: 18 (+2 Size, +6 Handling); **Armour:** 18
Handling: +6; **Sensors:** +8; **Stealth:** 20; **Stress:** 8; **Features:** Atmosphere Capable, Drakh Flight Computer, Gravitic Engine

Crew: Drakh Line (+5 BAB, +9 Training); 1 Pilot

Structural Spaces: 8 (Cargo 5, Control 1, Crew 1, Engine 1)

Carrier

Ma'cu, 'Lesser Home'.

Often mistaken for a mothership by fleets who have never faced the Drakh before, the carrier is actually somewhat smaller and is used when a mothership would otherwise be considered at risk. Four raiders or scouts can be kept within its cavernous hangars and many others will usually be attached to form a task force that jumps into realspace alongside the carrier. Unlike the carriers of other races, this Drakh vessel is designed to be a battleship that can also carry smaller craft, rather than a specialised ship to carry auxiliary craft. As such, its firepower is impressive and the carrier can easily stand toe-to-toe with similar sized warships, while gaining the benefit from any raiders carried within.

Drakh Carriers make up the bulk of the Clanfleets; their hangars can easily be converted into hydroponics bays, storage tanks, cargo holds or living quarters. While most carriers encountered by the other races in battle will have their hangars packed with raiders, the Drakh Carrier is the workhorse of the fleet. The carrier's array of pulse cannons gives it excellent short-range defensive firepower, backed up by its massive neutron cannon for long-distance slugging matches.

The carrier is built around a central spine, with command and control at one end and the gravitic and jump drives at the other. Bioreactors are studded along the spine, at the top of the 'ribs' that curve around. The hull is built around this frame, meaning that most of the carrier consists of empty space. The ships are relatively fragile for their size, much like a space station like *Babylon 5* is more fragile than a far smaller warship. Therefore, the carriers are always protected by a heavy screen of raiders, as well as their potent gravitic screens.

Colossal Spacecraft

Defence Value: 0 (-16 Size, +4 Handling); **Armour:** 15
Handling: +4; **Sensors:** +20; **Stealth:** 15; **Stress:** 7; **Features:** Drakh Flight Computer, Gravitic Energy Grid 4, Gravitic Engine, Jump Point, Targeting Computer (+5)

Crew: Drakh Line (+5 BAB, +9 Training); 200 Officers, 2,000 Pilots, 400 Sensor Operators, 50,000 Crewmen

Structural Spaces: 400 (Cargo 200, Control 40, Crew 60, Engine 30, Hangar 60, Weapons 10)

Fore Arc Weapons

⑤ Heavy Neutron Cannon (Long, Offence 60, Beam 2d8, 2 weapon spaces)

⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Port Arc Weapons

⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Craft (8): 10 Heavy or 40 Raiders, 40 Shuttles

Battle Cruiser

Dra'vash, 'Instrument of the Divine Will'

Unlike the larger carriers and motherships, which are constrained by their multiple roles – city, industrial base, food supply, command – the cruisers are purely designed to carry out the duties of the Drakh. Under the Shadows, it was the cruisers that were sent in to sweep an area clear of any survivors after the Shadow ships had passed through, or who were sent to protect some isolated outpost from discovery.

The outline of the cruiser resembles the much larger carrier but structurally they are very different. The bulk of the hull is taken up with the massive bioreactors and their support mechanisms, the gravitic engines and shield projectors, and the incredible array of weapons systems. A heavy Neutron Cannon with fore and aft emitters makes up the cruiser's primary weapon system, while pulse cannons along the edge give the vessel a tremendous punch compared to other vessels of its size.

The Battle Cruisers are not purely weapons platforms. They are equipped with sophisticated sensor arrays, laboratories and other tools, from holographic projectors capable of beaming an image over a whole continent to seed banks of organic machines that could be used to re-engineer a planet's environment in a matter of months. The Drakh warriors assigned to the Cruisers are the elite of the clan, the most fanatical and dedicated to the cause of chaos. Every Cruiser carries one of the Priest caste with it, to ensure that it is blessed by the Shadows.

Like most Drakh ships, the cruiser hull has been reused and adapted many times over the centuries. The current standard configuration carried only a small



number of shuttles, but there are numerous long-range variants that swap one or more pulse cannon batteries for Raider hangers. These are used on missions that need extra ships but are not important enough or too dangerous to justify sending a carrier.

Another common cruiser variant adds a large habitat ring around the rear of the vessel, providing extra living and hangar space. This habitat ring does slow the cruiser down considerably but the ring can be jettisoned in an emergency.

Colossal Spacecraft

Defence Value: 2 (-16 Size, +8 Handling); **Armour:** 40
Handling: +8; **Sensors:** +15; **Stealth:** 15; **Stress:** 6; **Features:** Drakh Flight Computer, Gravitic Energy Grid 3, Gravitic Engine, Jump Point, Targeting Computer (+5)

Crew: Drakh Elite (+14 BAB, +18 Training); 20 Officers, 40 Sensor Operators, 800 Crewmen

Structural Spaces: 190 (Cargo 74, Control 30, Crew 40, Engine 30, Weapons 12, Hangar 4)

Fore Arc Weapons

5 Heavy Neutron Cannon (Long, Offence 60, Beam 2d8, 2 weapon spaces)

5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

5 Heavy Neutron Cannon (Long, Offence 60, Beam 2d8, 2 weapon spaces)

Port Arc Weapons

5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Craft (2): Four Shuttles

Heavy Raider

Ria'stor (literally, 'predatory fish native to Draas, similar to an Earth piranha')

The Drakh never had the resources or manpower to justify developing fighters. While huge swarms of fast, heavily-armed vessels can be devastating, the Drakh knew their enemies would always be more numerous. Therefore, they concentrated on designing a vessel that could fulfil the functions of a fighter, but would be capable of defeating waves of smaller vessels as well as damaging larger ones. In truth, the Heavy Raider is almost a direct copy of a small Shadow warship, remade using Drakh technology.

The *ria'stor* is built around its primary weapon, a neutron cannon of incredible power. The only ship of comparable size that exceeds the Heavy Raider's firepower is the *White Star* – the Heavy Raiders have an absurdly large and powerful gun for such a small ship. The crew section of the Raider is very cramped, even for a Drakh vessel. The entire crew is crowded into the 'stem' of the main gun, just about the main reactor.

Most Drakh vessels have two fin-like arrays that are used by the gravitic engines to simulate thrust but the Raider has no less than four manoeuvring fins, to give it the agility it needs. Even with its shields and armour, the Heavy Raider is not capable of standing up to the firepower from a capital ship, so it needs the ability to evade incoming fire. The Raider is nearly as agile as a Shadow vessel.

With all that firepower, armour and speed packed into such a small hull, compromises had to be made. The Raiders do not have jump engines, forcing them to rely on carriers for hyperspace travel. They have only minimal sensor and life-support systems, and are not atmosphere-capable under normal circumstances. In emergencies, a Raider can reinforce its gravitic shields enough to risk entry into an atmosphere but the gravity of a planet will likely break or warp the manoeuvring fins, permanently grounding the Raider if it tries to land.

Medium Spacecraft

Defence Value: 16 (+0 Size, +6 Handling); **Armour:** 20
Handling: +6; **Sensors:** +5; **Stealth:** 18; **Stress:** 6; **Features:** Gravitic Energy Grid 1, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Officer, 4 Sensor Operators, 8 Crewmen

Structural Spaces: 12 (Cargo 2, Control 3, Crew 2, Engine 3, Weapons 2)

Fore Arc Weapons

5 Heavy Neutron Cannon (Long, Offence 30, Beam 2d8, 2 weapon spaces)

Light Raider

Sa'ria'stor, 'Hungry Fish'.

The Light Raider is a smaller version of the Heavy Raider, developed during the last great war. The younger races were using huge fleets of fighters to swarm the Shadow ships. Powerful as they are, most Shadow vessels are capable of tracking and destroying only one ship at a time. The Heavy Raiders are based on the Shadow template and so share this restriction. The Light Raider was designed to counter the fighter swarms. The Drakh had no desire to produce their own fighter swarms, so they built a ship that could destroy enemy fighters swiftly and efficiently. The Light Raider uses its gravitic agility to line up quick shots from its neutron cannon. While the lighter neutron cannon is much less powerful than the model on the Heavy Raider, it only takes a fraction of a second of fire from such a gun to destroy an enemy fighter.

The Light Raider is sometimes used on long-range missions by the Drakh, even though it shares with its heavier cousin the same lack of life support or jump drives. The Light Raider is somewhat more aerodynamic than its larger cousin, and is much more suited to punitive attacks on planet-bound targets. Some variants of the Light Raider replace the neutron cannon with a weaker pulse weapon and a gravitic bomb launcher that sling-shots bombs or missiles down on planetary targets.

Small Spacecraft

Defence Value: 22 (+2 Size, +10 Handling); **Armour:** 10
Handling: +10; **Sensors:** +3; **Stealth:** 16; **Stress:** 6; **Features:**
Gravitic Energy Grid 1, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Officer, 2 Sensor Operators, 2 Crewmen

Structural Spaces: 7 (Control 2, Crew 1, Engine 2, Weapons 2)

Fore Arc Weapons

- ⑤ Heavy Neutron Cannon (Long, Offence 20, Beam 2d8, 2 weapon spaces)

Fast Destroyer

Ria'stor Gris. 'The Rising Tide of Teeth'

The success of the Heavy Raider led the Drakh to build on its frame once more. These destroyers are given to the best pilots among the Clanfleets as a mark of honour. While the Fast Destroyer resembles both of the smaller raiders, its manoeuvring fins are noticeably smaller and its weapons stem is much bigger. The Destroyer is better armed than the Raiders, carrying a much more powerful neutron cannon. A pulse cannon is slung beneath the nose of the Destroyer, giving it extra firepower. All this firepower is focused in a very small arc in front of the relatively slow-footed Destroyer, forcing its pilots to rely on tactics and shields to get into a firing position instead of sheer speed and agility.

The Drakh originally designed the Destroyer to take on Vorlon vessels and win – the Vorlon's discharge cannon might have the edge in range and destructive power but a flight of Fast Destroyers could swiftly close on a Star Dreadnought and get inside its effective firing range. With Light and Heavy Raiders keeping the Vorlon fighters off the Destroyers, the Fast Destroyers could strafe a much bigger ship to destruction with ease.

Now that the Vorlons are gone, the Fast Destroyers have no targets worthy of their surpassing destructive ability. Picking off EarthForce capital ships and Minbari cruisers seems beneath the purpose of a ship created to slay the gods.

Large Spacecraft

Defence Value: 14 (–2 Size, +6 Handling); **Armour:** 30
Handling: +6; **Sensors:** +10; **Stealth:** 16; **Stress:** 6; **Features:**
Gravitic Energy Grid 3, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Elite (+14 BAB, +18 Training); 3 Officers, 10 Sensor Operators, 20 Crewmen

Structural Spaces: 20 (Control 6, Crew 4, Engine 6, Weapons 4)

Fore Arc Weapons

- ⑤ Heavy Neutron Cannon (Long, Offence 50, Beam 2d8, 2 weapon spaces)
- ⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Light Cruiser

Sa'dravash, 'Lesser Instrument'

The Light Cruiser design was first created by the *ifrit* clan, during the long peregrination following the war of ten thousand years ago. Z'ha'dum had been attacked by a coalition of the other First Ones, the Vorlons and their allies, and the Drakh were driven away. The *ifrit* headed along the Rim and failed to find any solar systems suitable for harvesting. With their resources running low, the *ifrit* switched to building smaller versions of the common Battle Cruiser. The main gun was reduced in power and the hull was commensurately sized down.

The other clans went through a phase of building their own Light Cruisers as escort ships for the Clanfleets but the development of the faster and more efficient Raider series means that the Light Cruiser has been out-evolved. The Drakh still have hundreds of such ships but they are unlikely to build more in future, preferring to focus on the Battle Cruisers and Raiders. As a result, the Light Cruisers are given crew that have fallen out of favour with the Entire, or are used on less important missions like escorting mining carriers or point defence for the Clanfleets.

Perhaps the most telling part of the Light Cruiser's fall from grace is that it is no longer required to carry a Priest.

Huge Spacecraft

Defence Value: 6 (–8 Size, +4 Handling); **Armour:** 35
Handling: +4; **Sensors:** +6; **Stealth:** 14; **Stress:** 6; **Features:**
Gravitic Energy Grid 2, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Line (+5 BAB, +9 Training); 4 Officers, 12 Sensor Operators, 80 Crewmen

Structural Spaces: 58 (Cargo 20, Control 8, Crew 10, Engine 8, Weapons 10, Hangar 2)

Fore Arc Weapons

- ⑤ Heavy Neutron Cannon (Long, Offence 50, Beam 2d8, 2 weapon spaces)
- ⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Port Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

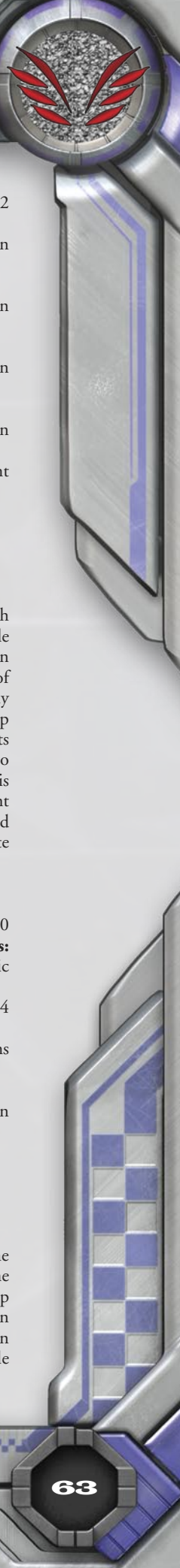
- ⑤ Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Craft (1): Two Shuttles

Mothership

Amu, 'Home'

When the Drakh were first encountered, these staggeringly huge vessels were dubbed 'motherships' because they were the carriers for a huge number of Raiders. The



name is far more accurate than was originally intended; these clanships are the heart of Drakh society and industry. They are home, homeland, family and biosphere all at once.

It is a measure of the Drakh's dedication and fearlessness that they have, at times, brought their Motherships onto the frontline of battle. This is perhaps on a par with taking EarthDome, packing it with some of the greatest works of art and science from the entire history of humanity as well as millions of innocent children, then flying it into battle. The tactical value of the massive Mothership cannot be understated – between its sheer mass, its high-invulnerable shields, the rank upon rank of breaching pods and Raiders nestled in its cavernous hangars and its considerable firepower, the Mothership can be the deciding factor in even the largest engagements. However, that tactical value must be measured against the huge social and economic value of the ship. The loss of a single Mothership is too much for all but the largest clans to survive.

Generally recognised as the largest ship in space since the disappearance of the Shadow and Vorlon planet-killing craft, the Drakh mothership is capable of being used as a frontline battleship, advanced carrier or a forward base of operations in hostile space. Able to withstand incredible amounts of damage and with the most advanced gravitic energy grid array found on any Drakh vessel, only the most powerful weapons will have an appreciable effect on the mothership. The Drakh will often send a mothership into the heart of any battle, where its mass and weapon arrays will tear apart the greatest threats the enemy can deploy but they will rarely allow one to be destroyed, preferring to withdraw to repair a heavily damaged mothership before launching another attack at a later date. In addition to its formidable weaponry, a mothership will also usually have a full complement of raiders within their immense hangars, thus forming a fleet unto themselves.

The Mothership design is similar to that of the Carrier, but is obviously much, much bigger. Again, the ship is built around a central spine, with multipurpose bays and living quarters in the spaces between the spine and the hull. Bulk supplies like water and unprocessed metals are kept closest to the hull. The industrial zones take up the upper section of the ship, close to the spine and its embedded reactors. The bottom levels contain the reclamation pits and hydroponics bays; sandwiched between the endless jungle and the smog-ridden industrial zones are the clan warrens, where millions of Drakh live and work.

Colossal Spacecraft

Defence Value: -16 (-16 size, +0 Handling); **Armour:** 30; **Handling:** +0; **Sensors:** +15; **Stealth:** 1; **Stress:** 10; **Features:** Drakh Flight Computer, Gravitic Energy Grid 4, Gravitic Engine, Targeting Computer (+5)

Crew: Drakh Veteran (+9 BAB, +14 Training); 50 Officers, 100 Pilots, 200 Sensor Operators, thousands of crewmen and millions of passengers.

Structural Spaces: 32,310 (Cargo 25,000, Control 300, Crew 5,000, Engine 1,200, Hangar 800, Weapons 10)

Fore Arc Weapons

5 Heavy Neutron Cannon (Long, Offence 80, Beam 2d8, 2 weapon spaces)

5 Pulse Cannon (Close, Offence 30, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

5 Pulse Cannon (Close, Offence 30, Rapid Fire 3, 2 weapon spaces)

Port Arc Weapons

5 Pulse Cannon (Close, Offence 30, Rapid Fire 3, 2 weapon spaces)

Starboard Arc Weapons

5 Pulse Cannon (Close, Offence 30, Rapid Fire 3, 2 weapon spaces)

Craft (100): Varies; generally four Battle Cruisers, 120 Light Raiders and innumerable Shuttles

Scout

Kama're, 'Walking Eye'

The smallest Drakh capital ship, scouts are used to watch the enemies of the Drakh from the furthest reaches of hostile systems, quietly slipping away before patrols can track down their exact location. Their stealth capabilities match those of many Minbari vessels and even if one is cornered by an enemy squadron, the presence of a gravitic energy grid in so small a ship often comes as a surprise. The one weakness of the scout is its lack of jump engines, making it reliant on other Drakh vessels to either carry it within their hulls or else form a jump point. This means the crew of a scout are often forced to become self-reliant when on extended missions, dropping into a hostile system and then avoiding its defences for days or even weeks as they collate important information for other Drakh.

Small Spacecraft

Defence Value: 20 (+2 Size, +8 Handling); **Armour:** 10 **Handling:** +8; **Sensors:** +10; **Stealth:** 22; **Stress:** 6; **Features:** Drakh Flight Computer, Gravitic Energy Grid 1, Gravitic Engine

Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Officer, 4 Sensor Operators, 2 Crewmen

Structural Spaces: 7 (Control 2, Crew 2, Engine 2, Weapons 1)

Fore Arc Weapons

5 Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon space)

Templeship

Zo'ra'dum, 'House of the Broken God'

If the motherships are the heart of the Drakh Clanfleets, then the Templeships are the literal seat of the soul. They are by far the most sacred and revered of the Drakh vessels; each Templeship is considered to be a part of Z'ha'dum itself. Drakh tradition insists that just as Z'ha'dum will be (and was) destroyed when touched by anything Vorlon, the clans are similarly vulnerable if the Templeships are profaned in such a fashion.

The Templeships are much more spacious and ornate than the cramped, functional environs of the other ships. Parts of the hull of each Templeship are made from grafted biomatter from a Shadow Cruiser, so the ships closely resemble the 'Shadow Omega' hybrid vessels built by EarthForce – the Templeships are partly Drakh but crowned by spires of utter darkness. The lower decks of the Templeship contain the cloning tanks and nurseries where the young Drakh and the more complex items of Drakh biotechnology are grown, as well as the quarters of the junior priests. Higher up the ship are the reefs of cloned brain tissue that maintain the telepathic Entire, as well as archives and genetic banks containing the history of the clan. The heart of a Templeship contains a dimensional fold, a no-space where the Shadows would manifest and speak to their servants. Since the battle at Coriana 6, these places have been silent save for the whispers of the still-vigilant priests.

While Templeships have their own minimal defences in the form of a gravitic energy grid and a battery of small pulse cannons, they are always escorted by at least six Fast Destroyers and Shield Escorts.

Huge Spacecraft

Defence Value: 2 (−8 Size, +2 Handling); **Armour:** 25
Handling: +2; **Sensors:** +4; **Stealth:** 10; **Stress:** 8; **Features:** Gravitic Engine, Gravitic Energy Grid 2

Crew: Drakh Line (+5 BAB, +9 Training); 10 Officers, 12 Sensor Operators, 50 Crewmen, 1,000 Priests

Structural Spaces: 55 (Cargo 25, Control 6, Crew 10, Engine 8, Weapons 4, Hangar 2)

Fore Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon space)

Port Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon space)

Craft (1): Four Shuttles

Heavy Scout

Kama're Sas, 'Great Walking Eye'

The Heavy Scout is a new Drakh design, one that incorporates lessons learned in recent years. The Drakh have always relied on their capital ships for jump travel, using the space saved for more weapons and shields. However, in the rapidly changing galaxy of this age of vengeance, the hunted Drakh cannot always rely on having a carrier or cruiser available. The Drakh were severely outmanoeuvred in their first encounter with the White Star fleet, for example, because they assumed the small *White Stars* could not jump,

even though the Minbari have been putting jump engines in even smaller vessels for centuries.

The Heavy Scout is a refit of the hull used for the Heavy Raider. The hull has been reinforced with spars to allow it to enter an atmosphere and land, while a miniaturised jump engine frees it from dependence on carriers. The ship has also been equipped with an improved sensor suite, while its gravitic shields have been modulated to reduce emissions, increasing its stealth capacity. All this comes at the cost of firepower, of course, but the scout's pulse cannon gives it enough punch to fend off attackers as it flees.

Currently, only the *kala* and *kyn*e have these ships but the design has been transmitted through the Entire to the other Drakh.

Medium Spacecraft

Defence Value: 16 (+0 Size, +6 Handling); **Armour:** 22
Handling: +6; **Sensors:** +12; **Stealth:** 22; **Stress:** 5; **Features:** Atmosphere Capable, Gravitic Energy Grid 1, Gravitic Engine
Crew: Drakh Veteran (+9 BAB, +14 Training); 1 Officer, 4 Sensor Operators, 8 Crewmen

Structural Spaces: 12 (Cargo 3, Control 3, Crew 2, Engine 3, Weapons 1)

Fore Arc Weapons

- ⑤ Pulse Cannon (Close, Offence 10, Rapid Fire 3, 1 weapon space)

Courier

Kasar Ve, 'Herald of the Divine Word'

The Drakh Courier is an ancient design, one that has gone unchanged in almost three thousand years. Descriptions of the long, thin ships can be found in the ancient epic poems of the Hyach. The couriers were designed for a single purpose – to carry important items between the Clanfleets. As the Clanfleets were often hundreds of light-years apart, the couriers were made to be exceedingly fast, cutting across the galaxy like thunderbolts. Even today, only the *White Stars* are faster.

The courier is a very simple design – a thin needle of metal, with engines at one end and crew quarters at the other. The cargo is loaded on pods attached to the sides of the ship. Normally, this cargo consists of either vitally needed supplies or Drakh dignitaries, but the Couriers can also carry Hyperspace Stele (see below), setting up jump routes with great speed.

Large Spacecraft

Defence Value: 10 (−2 Size, +2 Handling); **Armour:** 25
Handling: +2; **Sensors:** +5; **Stealth:** 16; **Stress:** 6; **Features:** Gravitic Energy Grid 2, Gravitic Engine, Jump Point, Targeting Computer (+3)

Crew: Drakh Veteran (+9 BAB, +14 Training); 2 Officer, 10 Sensor Operators, 20 Crewmen

Structural Spaces: 28 (Cargo 10, Control 4, Crew 4, Engine 6, Weapons 4)



Fore Arc Weapons

- 5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Aft Arc Weapons

- 5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

Shield Escort

Jaath, 'Intervention'

The Drakh's control of gravitic technology is unequalled by any of the younger races. The Shield Escort is an example of how the Drakh have managed to compact a shield generator so that it fits onto a relatively small ship. Shield Escorts are unarmed but are extremely fast and agile. They carry a powerful gravitic generator that can reinforce the energy grid of another vessel. In battle, the Shield Escorts dart around the larger Drakh vessels, positioning themselves between the capital ships and incoming fire, lending their shield strength to that of the larger ships.

Obviously, this is incredibly dangerous for the crews of the Escorts, who must fly their tiny ships straight into the path of incoming neutron lasers and discharge cannon blasts, trusting to their own flimsy shield generators to protect them. The Shield Escorts are sometimes controlled remotely using Shadowtech pilot pods or radio, but radio signals can be jammed and pilot pods are a precious resource (especially after the *kala* outfitted an entire Centauri fleet with the pods); therefore, the Drakh must sacrifice a few of their own so that the rest can be saved.

Shield Escorts gain a +50% bonus to the chance of intercepting an incoming shot when executing an 'Escort Defence!' order.

Small Spacecraft

Defence Value: 20 (+2 Size, +8 Handling); **Armour:** 10 **Handling:** +8; **Sensors:** +4; **Stealth:** 10; **Stress:** 4; **Features:** Gravitic Energy Grid 3, Gravitic Engine **Crew:** Drakh Veteran (+9 BAB, +14 Training); 1 Pilot, 1 Sensor Operator **Structural Spaces:** 4 (Control 1, Crew 1, Engine 2)

Cargo Hauler

The Drakh purchased a large number of cargo transports (see *Babylon 5 2nd Edition*, page 217, 'Civilian Trader') through Jensen Biogenetics (see page 80) in 2258. Human trade vessels can be found anywhere in known space, and these sturdy workhorses provided excellent cover for the Drakh's secret activities. Cargo haulers brought the first visitors to Thenothk and carried the frozen telepaths for use as control components in the growing Shadow fleet.

Since acquiring the ships, the Drakh have refitted some of them with advanced technology. The ships look unchanged from the outside, but are filled with nasty surprises for any pirate or ISA security patrol who tries to intercept them.

Medium Spacecraft

Defence Value: 12 (+2 Handling); **Armour:** 15; **Handling:** +2; **Sensors:** +5; **Stealth:** 12; **Stress:** 10; **Features:** Atmosphere Capable, Fusion/Gravitic Hybrid Engine, Gravitic Energy Grid 2, Targeting Computer (+3) **Crew:** Drakh Line (+5 BAB, +9 Training); 1 Pilot, 3 Passengers **Structural Spaces:** 15 (Cargo 6, Control 3, Crew 2, Engine 2, Weapons 2)

Turret Weapons

- 5 Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)

SHIP TECHNOLOGIES

Gravitic Energy Grid: Most Drakh vessels are equipped with a potent gravitic energy grid. This grid runs through the ship's hull, allowing it to extend its artificial gravity field beyond its normal confines. Each grid has a rating, determining how strong it is. This grid can be used in several ways, but only one way at a time:

- 5 **Grappling:** All Drakh vessels may execute *Grapple* (see *Babylon 5 2nd Edition*, page 233) orders, as if they had the Grapple trait. If the order fails and the grappling vessel also fails its stress check, then it does not lose the Grapple trait.

- 5 **Structural Reinforcement:** A damaged Drakh vessel can attempt to hold itself together using its gravitic grid. When a Drakh ship with a grid makes a Stress check, it may choose to gain a bonus to the Stress check equal to its Grid rating.

- 5 **Gravity Pulse:** The Gravity Grid can be used to generate a wave of force that expands out from the ship, buffeting other nearby vessels. When this pulse is fired, all ships within Close range of the Drakh vessel must make a Stress check. See the *Gravity Pulse!* order. The size of ship affected varies depending on the strength of the ship's Grid.

Grid Strength	Ship Size Affected
1	Tiny or less
2	Small or less
3	Medium or less
4	Large or less

- 5 **Gravity Shield:** The grid can be used to create a shield around the Drakh vessel. This shield reduces the Offence of any incoming shots by 1d6 per point of Grid Strength; thus, the shield of a Drakh mothership reduces any incoming Offence by 4d6. To activate a Gravity Shield, the Drakh vessel must execute a *Raise Shields!* order.

It is possible for an enemy ship to get inside a Gravity Shield. Gravity Shields do not protect against damage from attackers executing a *Targeting Run!*, *Strafing Run!* or *Skindancing!*. Ships may also execute the *Push Inside Their Shields!* order to get close enough to counter the effects of the shields.

Gravity Pulse!

Type: Offensive

Skill Check: Operations (systems) check (DC 20)

Success: The Drakh vessel fires a gravity pulse. Other vessels in the same fleet or wing gain a +4 bonus to their Stress checks.

Failure: The gravity pulse fails to fire. The Drakh vessel must make a Stress check.

Responses: *Pull Back!* may be executed in response to Gravity Pulse!

Raise Shields!

Type: Defensive

Skill Check: Operations (systems) check (DC 15)

Success: The Drakh vessel activates its Gravity Shields.

Failure: The Drakh vessel fails to raise its shields.

Responses: *Opportunity Fire!* is the normal response to this order.

Raise Shields!

Type: Defensive Response

Skill Check: Operations (systems) check (DC 25)

Success: As per *Raise Shields!*

Failure: As per *Raise Shields!* plus the Drakh ship loses its handling bonus to Defence this round.

Push Inside Their Shields

Type: Tactical Response

Skill Check: Piloting check (DC 20)

This order may only be executed by a ship that is within close range of the Drakh.

Success: The ship closes with the Drakh vessel, moving inside its shields. Until the Drakh executes a *Pull Back!* or *Keep Them at Range!* order, this ship's attacks are unaffected by the Drakh's gravity shield.

Failure: The ship fails to get inside the Drakh's shields, and all its attacks suffer a -4 to-hit penalty this round.

Drakh Flight Computer: The Drakh Flight Computer functions like a Minbari Flight Computer but is more focused on stealth and evasion than combat. It has a BAB of +3 and a Training of +12.

External Jump Pod: The External Jump Pod is a small bioreactor attached to a miniaturised Drakh-built jump engine. It allows a ship without a jump drive to open a gateway to hyperspace. The pods are staggeringly expensive to build, and are very dangerous. As the ship is not built to handle the stress and energies of an active jump engine, the crew on board are exposed to considerably more radiation than the crew of a ship built *around* a jump engine.

An External Jump Pod can be added to any Small or bigger vessel, giving it the Jump Point trait. However, the ship must always make a Stress check when it jumps; furthermore, there is a 5% chance that the pod will burn out whenever it is used, requiring repairs before it can be used again.

Hyperspace Stele: The First Ones were able to manipulate hyperspace in ways yet unimagined by the younger races. The Vorlons could hide whole fleets inside dimensional folds; the Shadows could jump inside planets with ease. One of these secrets has fallen into the hands of the Drakh; they have the technology to create wormholes through hyperspace. These wormholes are referred to as causeways by the Drakh.

To create a causeway, the Drakh need to place two steles in hyperspace, one at either end of the intended jump route. These steles are large devices, about the size of a shuttlecraft, containing dimension-warping engines of the Shadows. When the two steles are in place, they must both be activated simultaneously, destroying them both as they smash a tunnel through the higher dimensions. The wormhole created by the steles allows virtually instantaneous travel between the two points where the steles were. A ship enters one end of the wormhole and leaves by the other end a few seconds later, crossing hundreds of light years in an eye blink. The wormhole entry points exist simultaneously in hyperspace and realspace, allowing ships without a jump engine to use them.

The wormhole lasts for some time after the stele have been destroyed, depending on local hyperspace conditions. In general, a causeway is completely dependable for six hours after it has been created but begins to decay after that as the gravitational tides of hyperspace erode it. Still, some causeways have lasted centuries or longer, although they become progressively riskier to traverse – three ships might enter a causeway but only one comes out the other end, with the other two being dumped somewhere in between in the trackless depths of hyperspace, or worse, falling into some unknown otherspace. The Fen (see the *Crusade* sourcebook) are known to cluster around wormhole entrances, and the Drakh have followed Fen swarms to locate ancient causeways. The Vorlons are said to have created creatures that hunt down and demolish causeways but this may be a Drakh legend.

Mobile Space Elevator: This is one of the more impressive engineering feats in the galaxy, outside the million-year-old super-technologies of the First Ones. While other races have spun lines of woven carbon and synthetic diamond from orbiting asteroids down to the surface of a planet, the Drakh have developed the technology to build such an elevator in movable sections using their gravitic technology. The mobile elevator consists of thousands of rings, each one small enough to be hauled into position by a Heavy Raider or other small ship. Each ring contains a gravitic engine; the combined effect allows the Drakh to lift material from a planet's surface out of the gravity well and into orbit with incredible ease. Mobile elevators are used when the Drakh harvest resources from a planet to feed the demands of the Clanfleets.

WORLDS OF THE DRAKH ENTIRE

The lesser races measure power in terms of worlds held and space controlled. The Centauri Republic is seen as a dwindling empire because it has lost colony after colony; the Narn are envied for their strength and vigour as they bounce back from the War of Retribution and gobble up more and more planets. 'Minbari space' is a synonym for 'vastness' to many spacers.

The Drakh know better. A world can be seized in days, its resources sucked dry by efficient harvesters within weeks. Though the Drakh hold only a few worlds, their fleets are numerous and powerful enough to be a match for almost any race's forces.

Clanfleets

Each of the Drakh Clanfleets has the industrial capacity and population of a colony world. A Clanfleet is centred around the Clanship but the bulk of the industry is on the carriers and factory ships that trail along in the vanguard of the fleet. Even the smallest Clanfleet contains hundreds of capital ships; the *shan* Clanfleet is big enough to eclipse a sun when in orbit.

'Known space' is something of a misnomer. The vast majority of realspace travel takes place within sharply defined areas, specifically the area around a system's jump gate and the most direct trajectories to the colonised worlds in a system. If a ship – or even a staggeringly huge fleet of ships – stays outside these highly trafficked zones and keeps emissions to a minimum (say, by using a telepathic communications network instead of conventional signals that can be detected by sensors), then it can go undetected under normal circumstances. The Clanfleets drift through known space like rats in the walls of the galaxy.

The Clanfleets avoid jumping from hyperspace to realspace or vice versa whenever possible. Partly, this is due to the massive energy cost of opening the hundreds of jump points needed to bring the whole Clanfleet across, but mainly it is to avoid detection. Even if the Drakh stick to the less travelled regions, then a hundred jump points opening simultaneously would light up even the most primitive sensors. Therefore, the Drakh Clanfleets stay in hyperspace or realspace for years at a time when necessary. For example, the *kyne* fleet has been in transit through realspace between Shu and Sorith in the Narn Regime since 2261 and will take another 270 years to reach Sorith at its current sublight speed. Individual *kyne* ships join and leave the Clanfleet all the time, jumping out and travelling to their destination in days via hyperspace, but the main fleet avoids detection by taking such a circuitous route.

The structure of every Clanfleet is the same – Drakh scouts patrol far ahead of the fleet, searching for dangers, enemy forces, or useful resources. An assault force of military carriers and cruisers follows the scouts, securing the area before the main vanguard of the Clanfleet arrives. The Clanship or Clanships are like the head of a comet; the rest of the fleet follows them in a long tail. Dedicated factory ships and residential vessels stay close to the core, while tankers, mining ships and other harvesters tend to be located on the fringes. Carriers are dotted throughout the long tail, serving as transportation centres for shuttle traffic. The whole fleet is surrounded by a constant swarm of Raiders and escort ships, with Battle Cruisers acting as long range patrol ships.

The Templeship flies alongside the Clanfleet, but is always kept slightly separate from it, to reinforce the impression of sanctity. A shuttle flight to a Templeship is a pilgrimage to the Drakh. The Templeship is always accompanied by an honour guard of Battle Cruisers and Fast Destroyers.

Harvests

Every few decades, the Clanfleet needs to replenish its resources by harvesting. The Drakh have applied their considerable ingenuity and technology to this task and can now strip a world of its resources with the same single-mindedness and efficiency of a swarm of locusts.

The first step is finding a suitable world. As the Clanfleet must be brought into orbit of the planet, the Drakh prefer to avoid races with significant military forces that could defend the planet in a meaningful fashion. At the same time, harvesting from uninhabited or primitive worlds is much less efficient than stealing the resources and technologies of a developed, spacefaring society. The Drakh therefore search for races whose technology is roughly on a par with that of 21st century pre-Contact Humanity but they are willing to fight for a particularly choice harvest world if necessary.

Once a scout has located a potential harvest world, then a larger expeditionary force consisting of a Carrier and several Battle Cruisers jumps in and surveys the world, as well as dealing with any low-level resistance. The system's jump gate, if extant, is disabled so the Drakh can work in peace.

For races that pose a threat to the Drakh, the Drakh take a more patient approach. Instead of sending in a carrier group, they send emissaries and spies. Key members of the alien military and government are subverted using Keepers and the planet's

defences are disabled either by the Kept victims or by surgical strikes by Raiders.

Then the Clanfleet arrives and the harvesting begins. Gravitic space elevators are deployed, allowing the Drakh to drop large numbers of troops and armour quickly. The main vehicles dropped are huge monstrosities called Harvesters (see page 58). The goal of the harvest is to extract the needed resources from the planet as quickly as possible. The Clanfleet's needs are primarily:

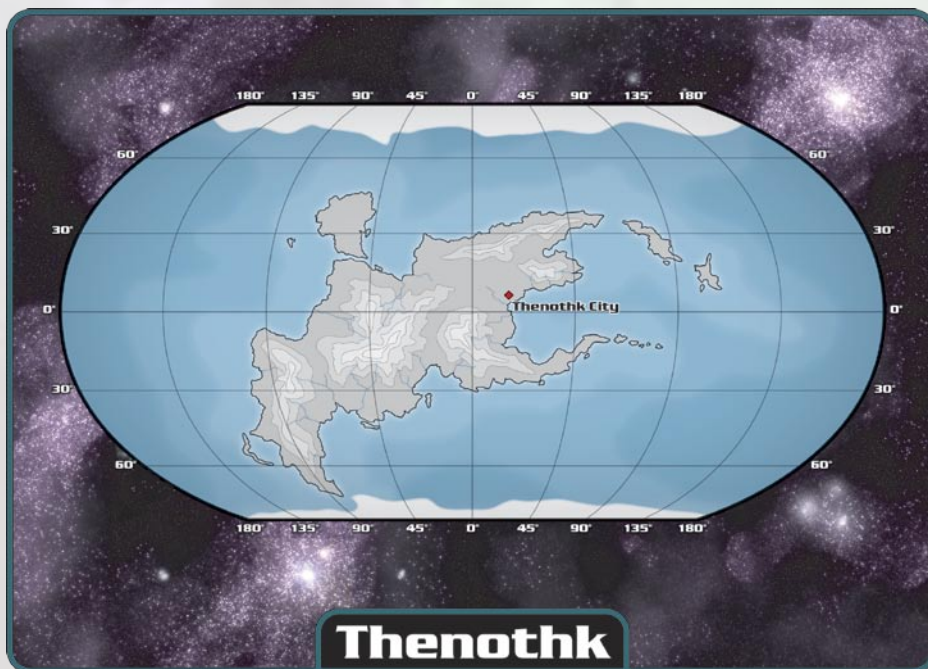
- ⑤ Metals, especially heavier and rare earth metals not normally found in asteroids
- ⑤ Chemicals, primarily nitrogen and oxygen but also organic products
- ⑤ Biomass and soil for the hydroponics bays
- ⑤ Biological substrates for the organic technology; many Shadowtech devices are grown on the still-living bodies of sentient life forms, using their nervous systems as raw material

Harvesters deal with the first three items on the list; Drakh Warriors and slavers deal with the last. Under optimum conditions, a full harvesting can be completed within three months.

Although the Drakh have the capacity to harvest an entire world and leave it lifeless, they never do so. They have no need to do so, of course, since a planet contains millions of times more resources than the Clanfleet needs, but the Drakh also see their Harvests as *challenges* to the inhabitants of the world. The Drakh bring famine and chaos to a planet, razing cities, taking slaves and stealing all the wealth of a whole civilisation, but those who survive will rebuild the cities better and stronger and will be better able to defend themselves in future. The Drakh see their Harvests as 'kicking over the anthill' for pre-hyperspace races, just like the Shadow Wars challenge the established order of spacefaring races.

WORLDS OF THE ENTIRE

The Drakh and their Shadow masters have dozens if not hundreds of tiny outposts and hidden bases; the ones listed below are of especial importance to the Drakh, especially in the years after the Abandonment.



Thenothk

Thenothk

Planet: Thenothk IV

Climate: Standard

Weather: Damp

Technical Level: High Mostly Earth Alliance; some Drakh

Native Sentient Races: None

Dominant Government: Thieves' Guild (actually Drakh Entire)

Notable Cities: Thenothk City

Population: 75,000

History

The Centauri surveyed the Thenothk system 200 years ago with one of their long-range probes, found that it was incapable of supporting life and report the system as being of no interest to anyone except dead rock fetishists. As much of the Earth Alliance's early exploration was based on old Centauri reports, the system was ignored when Humanity pushed out into space.

The Thenothk system lies within a few short jumps of Z'ha'dum and has been a Drakh base for millennia. During the 2240s, once it became apparent that Humanity was not going to be wiped out by the Minbari just yet, the Drakh reactivated this old listening post so they could spy on the Earth Alliance. The planet was swiftly re-terraformed to make it capable of supporting life once more and the Drakh re-awoke the bases and laboratories buried deep beneath the grey twisted hills of Thenothk.



Then, the Humans came to them. In 2252, a gang of raiders and pirates discovered the strangely fertile planet in the Thenothk system. They assumed that the Centauri had made a mistake in that old survey but as long as EarthForce believed the system was uninhabitable, it was a perfect hideout. Word of mouth spread among the lurkers and thieves of the galaxy. By 2255, the pirate base had grown into a small colony of criminals. The infamous thieves' guild took over the expanding free port.

The Drakh took action, then, seeding Keepers among the most influential captains and fences. Although the Drakh did not know it then, this revealed their presence to some in the guild – the guild is an ancient organisation, old enough to remember Valen's War and their archives correctly identified the Keepers as being tools of the Drakh, and the Drakh as being tools of the Shadows. The guild realised that the darkness was coming to the galaxy once more and they decided to stay on the right side of the Shadows this time by aiding the Drakh.

By the time the Shadows awoke, Thenothk was already a thriving and modern city. The city was the gateway to Z'ha'dum, where Shadow technology could be acquired for the right price and where prospective allies and agents of the darkness were brought. It was a free port, a marketplace for the illegal, the exotic and the alien, a city where the Drakh could come out of the shadows and deal openly with Humans, Centauri and other races.

During the early stages of the Shadow War, Thenothk continued to grow. The Shadow base beneath the city was expanded by the Drakh, becoming a literal underworld beneath the city's streets, and exuding buildings up to cope with the growing demand for space. This was Thenothk's brief summer. Then, in early 2259, Techno-Mages came to the city, searching for evidence of the Shadows' movements. The Techno-Mages were discovered by the guards and a firefight broke out.

A battle involving Techno-Mages is terrifying enough under normal circumstances, but one of the mages at Thenothk was Galen, the holder of the Spell of Destruction. The young mage laid waste to much of the city as he escaped, cutting a swathe of devastation through the city centre. While the death toll for non-Drakh was minimal, thieves are not known for their brave defence of cities in the face of an angry Techno-Mage. Thenothk was almost completely abandoned for most of 2259. As the Shadow War grew more intense, and the Shadows operated more openly, the city was rebuilt, although it never recovered the feverish level of growth it experienced before the Day of Destruction.

Since the Shadows' departure, Thenothk has continued to grow. The city has lost most of its access to Shadow technology, and

Finding Out About Thenothk

Characters with Shadow or Drakh Influence will probably be informed about Thenothk by their contacts; if they make enquiries, an Influence check (DC 5) gets them the jump route to the planet.

Word spread among the Criminal elements fairly quickly as well; the DC for Criminal Influence checks to learn about Thenothk varies depending on the year. Rumours spread among Earth corporations too. Finally, a straight Intrigue roll and asking the right questions might also get the required information.

Year	Criminal Influence DC	Earth Economic Influence DC	Intrigue (Gather Information) DC
2252-2253	25	–	–
2254-2255	20	30	–
2256-2257	15	25	–
2258-2259	15	20	30
2260-2262	10	20	20
2263+	5	15	15

the Liar's Market is no longer the best place to go to buy alien artefacts, but it is still a modern, well-equipped free port to equal Babylon 5 or Beta Durani as a criminal hangout. Many of the Drakh's servants were killed on the Day of Destruction, so control of Thenothk city is now divided between the Drakh, the Thieves' Guild and the corporations (see below).

Up until 2259, Thenothk was a secret revealed only to trusted thieves and allies of the Shadows; by 2262, it is an open secret among the underclasses and criminal elements; by 2266, there are regular Ranger patrols flying through the system.

Thenothk City

Thenothk City is a chaotic mess – it started out as a handful of tiny prefabricated shelters scattered around a muddy field, but today it is several hundred hastily built huge prefabricated buildings scattered around a very muddy and cratered spaceport. The map below shows the city in 2262; in 2259, the city was slightly smaller and the Commerce Centre was actually standing.



Major Streets:

- A: The Strip
- B: Grinder's Road
- C: The Holes (formerly Commerce Way)
- D: Main Street
- E: Market Street
- F: Spaceport Approach Road

1. Spaceport: The Thenothk spaceport is a large open field of concrete, dotted with fuel lines and landing lights. It is rare for a spaceport this size to be built so close to a major city, but the city grew up around the spaceport. Most of the ships here are commercial dropships and shuttles – larger trade vessels dock at the orbiting trade station and transfer their cargos onto shuttles. The Drakh and other Shadow ships do sometimes use this spaceport, but mostly they fly their ships into secret spaceports north and west of the city. The western field is the oldest and most rundown, still pitted with craters after Galen's attack; the eastern field is much more modern, having been built in 2261. To the south of the spaceport is a runway for craft without VTOL capacity.

Many traders dread trying to land at Thenothk, as traffic control there is usually ignored and spacecraft just push their way through the crowded skies. There are regular near-misses in the skies over the city, and it is only a matter of time before a major crash rains shrapnel down on the thieves' city.

2. The Holes. Before the Day of Destruction, when Galen the Techno-Mage attacked the city, this was the site of the City

Centre, a massive edifice that served as the Drakh's main contact point for their agents, allies and trade partners. The City Centre was actually an extrusion of a Shadow base beneath the city, one containing several buried Shadow vessels. The expansion of the city was so fast that buildings were constructed on top of the vessels before they could be excavated. The Drakh were retrieving these vessels when the Techno-Mages attacked.

Galen's spells destroyed the City Centre and much of the surrounding area, collapsing it onto the Shadow base below. There are deep craters throughout this area, marking the places where

Galen's spells swallowed whole buildings. While the other areas of the city that he attacked have been rebuilt, the Drakh keep aliens away from this zone, as the damaged Shadow base beneath the ground is still regenerating itself and it is dangerous to both Drakh and aliens in its current confused and injured state.

The Drakh overseer of Thenothk, Vak'shan, dwells in a section of the buried base near the Holes district. He has come to care for the city, seeing it as a personal project that must be tended and protected so it can reach its full potential. He bears a deep grudge against all Techno-Mages for the destruction wrought by Galen.

Vak'shan

8th Level Drakh Agent

Hit Points: 21

Initiative: +0

Speed: 30 ft.

DV: 15 (+5 class)

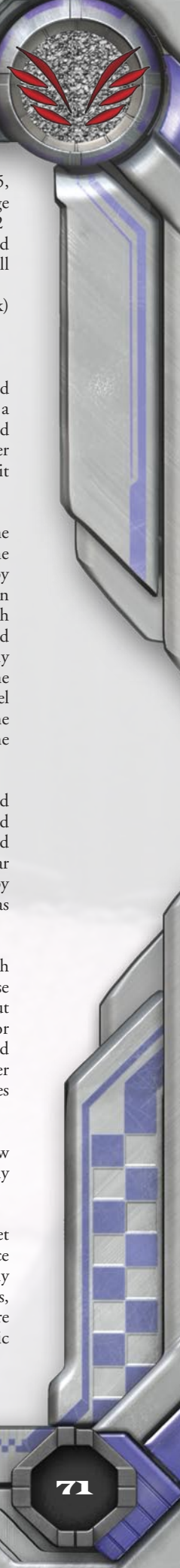
Attacks: +8/+3 close combat or +6/+1 ranged

Special Qualities: Shan Fanaticism, Master of the Craft (Concentration, Stealth), Multiskilled (Telepathy, Operations (systems)), Opportunism (stunning attack)

Saves: Fort +2, Ref +6, Will +2

Abilities: Str 14, Dex 10, Con 13, Int 14, Wis 13, Cha 8

Skills: Appraise +11, Bluff +8, Computer Use +11, Concentration +13, Intimidate +8, Intrigue +8, Investigate +11, Knowledge (local – Thenothk) +12, Notice +10, Sense Motive +10, Subterfuge +10 and Stealth +15 (+23 in dark areas).



Feats: Contact, Data Access, Silent Tread

Influence: Criminal +5, Drakh Political +20, Earth Economic +5, Local (Thenothk) +10

Biotech: bioelectricity, Keeper, Masquerade (human), Shadow Weaving, Speech (human).

3: The Camp. This narrow warren of alleys and bars is the oldest part of the city. It was here that the original pirates set up their little hideout. Today, it is the seediest and most dangerous part of the city. Several times, the various corporations have tried to bulldoze the Camp and replace it with something more congenial to the image of a safe place for trade, but most of Thenothk's traffic is still illegal and the Camp is practically a holy site for thieves. Also, approaching pilots tend to use the riot of neon light from the Camp as a navigation tool, as it is much more reliable than the radio tracking from the spaceport.

The Strip winds its way through the Camp as it approaches the spaceport, often shrinking to the size of a small alleyway as it pushes past bars, strip joints, casinos and alien whorehouses. The crew of newly landed trade ships can spend their whole paycheque in the Camp within a few minutes, but there are plenty of money-lenders and pawnshops here too.

4. The Commodore's: This is the oldest and biggest bar in the Camp; it predates the city, which grew up around it. The Commodore's has been chaotically expanded over the years; parts of it are prefabricated shelters left over from the Raider days, others are just lean-tos and shacks, while others are actually bits of crashed or abandoned spacecraft. Despite its ramshackle appearance, the Commodore's is considerably safer than other bars on the Strip, mainly because several of the regular patrons are very heavily armed and do not like their favourite bar being shot up by drunken Raiders.

The bar is the unofficial headquarters for the 'raiders, thieves and scum' faction in the city; the Thieves' Guild of Thenothk meets in the bar on occasion, using its basement as a guildhall. The bar is owned and run by a dark-haired ex-pirate who claims that her ship was shot down by a Narn patrol and that she has given up her life of crime. However, rumour insists that one of the ships incorporated into the rambling bar is actually still functional and that when the heat is finally off, the Commodore will just take off once again.

The Commodore

3rd level Human Lurker/2nd level Officer (fleet)/2nd Level Trader

Hit Points: 19

Initiative: +6

Speed: 30 ft.

DV: 16 (+4 class, +2 Dex)

Attacks: +4 close combat or +7 ranged

Special Qualities: Branch Specialisation (fleet), Lurker's Knowledge, Survivor's Luck, Trader's Knowledge

Saves: Fort +4, Ref +3, Will +6

Abilities: Str 8, Dex 14, Con 12, Int 12, Wis 11, Cha 15

Skills: Appraise +7, Athletics +5, Bluff +12, Computer Use +5, Intrigue +17, Knowledge (local – Thenothk) +12, Knowledge (tactics) +10, Notice +6, Pilot +11, Stealth +8, Subterfuge +12

Feats: Contact, Dodge, Improved Fire Control, Improved Initiative, Martial Arts, Skill Focus (Knowledge – tactics), Skill Focus (pilot), Spacecraft Proficiency, Veteran Spacehand

Influence: Criminal +6, Earth Military +4, Local (Thenothk) +10

Standard Equipment: Minbari Holdout Laser

5. New City Centre: This structure was built to replace the old centre that was destroyed on the Day of Destruction. It is a modest building that contains most of the city's government and various amenities, like a tachyon transmitter, public computer network and so forth. Visitors to the city are encouraged to visit the City Centre for orientation and registration.

6. Artasa Tenement: Back in 2259, the Artasa Hotel was the pride of the city, a shining tower of glass and steel to rival the best hotels of Earth or Proxima. Then it was partially hit by a spell of destruction, which struck one of the tower's main structural supports. The building is now very unstable, with all of its 40 storeys swaying in the breeze. The ruin should have been demolished years ago – but the hotel is sited directly above a sensitive part of the Shadow base beneath the city, so the Drakh have forbidden any demolition. The abandoned hotel has become a shelter for the homeless and the destitute. The ruin lacks power or running water but people still crawl into the swaying tower to sleep in the tattered remains of luxury beds.

7. Universal Store: This is a huge trading post with supplies and spare parts for every imaginable race and purpose. Preserved food packs are stacked next to Pak'ma'ra engine components and Drazi art, while traders haggle over the exact price of a nuclear anti-ship mine. The store is run by a Brakiri syndicate, led by a Brakir called Yerrod. She is a newcomer to Thenothk but has quickly taken over much of the undercity.

8. IPX Building: Interplanetary Expeditions opened a branch office here in 2261, during the Clark regime. Its main purpose was originally to support long-range operations pushing out towards the further Rim but it has since become a buyer for stolen alien goods and artefacts. This office purchases leads and rumours about tomb worlds and alien ruins from any traveller who can provide the slightest scrap of evidence, then passes these rumours onto IPX exploration ships.

IPX vessels regularly land on Thenothk; it is one of the few places on the Rim where fresh supplies and repairs can be easily purchased.

9: The Liar's Market: This is the most infamous black market Rimwards of Beta Durani. In terms of legal trade, this place makes Babylon 5's Downbelow look positively upscale. Tiny stalls offer weapons, drugs, slaves, alien relics, body parts, unidentifiable bits of roasted anatomy, etc. Assassins for hire offer their services next to prostitutes and back alley cybernetic surgeons.

The Liar's Market is unregulated, although there are guards patrolling the bazaar at all times. Violence is not permitted within the confines of the market, although almost anything is entirely legal. The guards work for the Thieves' Guild and are paid through protection fees extorted from the merchants in the Liar's Market.

10. New Rose Hotel: This is a cheap 'coffin hotel', consisting of rack upon rack of sleeping tubes. The tubes can be rented by the hour or by the night, and the management maintains several rows of tubes with alternate atmospheres for alien clientele. Most of the customers are crew from the various ships, although experienced visitors to Thenothk stay in one of the smaller flophouses, not the New Rose. The Hotel is notoriously dangerous, so much so that the management have a thriving side business selling corpses to the Drakh for use as biological components.

11. Fuel Dump & Repair Hangars: These cyclopean tanks do a huge trade in high-quality fuel for shuttles and many raider bands swear by the Thenothk shipyards for repairs and refits. There is a growing trade in black-market weapons components in the city, as more and more pirates take advantage of Thenothk's facilities to upgrade their weapons.

12. Spaceport Defences: The legal status of Thenothk is very questionable – neither the pirate gangs nor the Drakh can submit a claim to the Interstellar Alliance and the corporations that have set themselves up in the city have no interest in publicising their involvement here. Therefore, the authorities in Thenothk have set up these defences against the day when the Interstellar Alliance or the Rangers or some other force attempts to take over or destroy the city. The batteries here consist of six Drakh-built neutron lasers, backed up by missile launchers and anti-aircraft guns.

13. Spaceport Control: The spaceport here includes customs checks and weapons scanners, and officially, it is illegal for anyone to enter Thenothk City without going through these checks. However, this restriction was usually ignored, and with the Vorlons gone, the Drakh are no longer worried about finding Vorlon spies.

The spaceport bar, *Brannigans*, is the best place in the city for finding ships for hire or transport to other worlds.

14. The Edge: This upscale restaurant is the heart of Thenothk's growing corporate district. It is an expensive and very upmarket establishment, one that would not be out of place in the most fashionable sections of Earth or Centauri Prime. The style is neo-Terran, but *the Edge* is run by the Centauri. Anti-surveillance and anti-telepath privacy booths are available for especially paranoid diners.

15. Industrial District: During the middle period of the Shadow war, from late 2258 until early 2261, there was a huge boom on Thenothk caused by the Shadows' demand for supplies. Obviously, the Shadows

themselves had no need for the primitive tools of the lesser races, but the Shadows did not act alone. All their agents and spies needed ships and supplies. When rumours of Thenothk's purpose spread, many corporations sent agents and brokers to the city. Absolute financial killings were made, especially when the League races turned against each other. Knowing where the Shadows were likely to move next allowed corporations to ship war materiel to places even before the buyers went to war.

Now, the boom is over, but there is still a thriving trade in black-market ship parts. Many of the factories here specialise in illegal products, or in techniques banned on civilised worlds. Thanks to the Drakh, Thenothk has the computer and transport infrastructure of an advanced world but none of the normal legal restrictions. Therefore, the more unscrupulous corporations use Thenothk as a research base or manufacturing centre.

16. Church of the Black Star: Thenothk City is home to a bizarre apocalypse cult, who believe that the end of the universe is approaching and that the galaxy will soon be devoured by cosmic alien horrors from beyond the Rim. The Church was likely started by denizens of the city who were affected by the presence of Shadows – during Thenothk City's height, the Shadows themselves walked the streets protected by cloaking fields, whispering to their Drakh servants. The Church's activities mainly consist of preaching about the inevitable apocalypse but there is a rising faction that believes their only hope of survival is to curry favour with their unknowable dark space gods. Some have allied themselves with the Drakh, while others are pursuing lines of investigation that lead to the Hand...

17. The Gibbet: Officially, this is the Thenothk City Security Centre, but everyone calls it the Gibbet. The corporations set up this private police force to try to make the city safer and it has had limited success in doing so. Most murders now happen along the Strip and the Camp, and the corporate districts in the west of the city are now fairly safe. The Drakh tolerate the Gibbet's existence and the security staff have learned not to bother the city's true masters.

Gibbet Guards

1st level Human Lurker/1st level Soldier

Hit Points: 10

Initiative: +0

Speed: 30 ft.

DV: 11 (+1 class)

Attacks: +1 close combat or +1 ranged

Special Qualities: Lurker's Knowledge

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 14, Dex 11, Con 12, Int 10, Wis 11, Cha 11

Skills: Athletics +4, Drive +4, Intimidate +6, Investigate +4, Knowledge (local – Thenothk) +6, Notice +4, Stealth +4

Feats: Alertness, Armour Familiarity, Brawler, Point Blank Shot, Toughness

Influence: Criminal +2, Earth Economic +2, Local +5

Standard Equipment: PPG Rifle, Padded Armour (DR1)



18. Autumn Shipping Office: A perfectly ordinary shipping company, who opened this little branch office in 2260 (for more details, see *The Ragged Edge* campaign).

19. Joncorp Factory: This aerospace parts corporation operates a large factory on Thenothk. Their first factory was built on top of a buried Shadow ship, which was released during the Day of Destruction. In the confusion after that attack, Joncorp technicians managed to retrieve several pieces of organic technology and smuggled them offworld. Joncorp scientists are now working on their own living ship program, independent from those being pursued by EarthForce, Psi Corps, IPX and several other corporations and factions.

20. Mr Never's Home: The best-known telepath on Thenothk following the death of the infamous Bunny (a psychopathic P12 mindshredder who aided the Drakh and their renegade Techno-Mage allies for a time), Mr Never is the city's commercial telepath. He claims to be on the run from the Psi Corps, but his confidence and connections suggest that he is no mere blip but is actually connected to some other branch of the Corps. Mr Never is available for hire, for both straight commercial scans and more questionable uses of telepathy. He promises discretion and no questions asked. He is also in possession of a changeling net, so no one in Thenothk has ever seen Never's true face.

Mr. Never

9th level Human Telepath (P10)

Hit Points: 21

Initiative: +0

Speed: 30 ft.

DV: 14 (+4 class)

Attacks: +4 close combat or +4 ranged

Special Qualities: Discipline Focus (scanning, blocking, sensing), Maintain Concentration, Telepathy Increase

Saves: Fort +3, Ref +5, Will +8

Abilities: Str 10, Dex 11, Con 9, Int 12, Wis 14, Cha 14

Skills: Bluff +10, Concentration +10, Diplomacy +7, Intrigue +10, Investigate +7, Notice +7, Sense Motive +9, Telepathy +12

Feats: Ability Focus (blocking), Ability Focus (scanning), Adaptive Mind, Contact, Independently Wealthy, Lighting, Reflexes Meditation, Nerves of Steel, Telepath

Influence: Criminal Influence +8, Local Influence +8, Psi Corps Influence +22

Standard Equipment: Changeling net.

Elsewhere on Thenothk

There are other Drakh facilities elsewhere on the planet, mostly listening posts aimed at the Earth Alliance. These huge underground bases resemble the Great Machine on Epsilon Three and use whole continental plates as radio telescopes. Most of the Thenothk wilderness is uninhabited by any life forms save roaming beasts created by the Drakh.

In orbit, there are no less than nine space stations of varying size. The trade station is run by the city authorities and is really just a docking port for trade ships. There are four monitors observing traffic in the system, and two orbital factories run by Joncorp and Tannhauser/Vollens. Finally, there is a Drakh defence station in orbit, which contains a squadron of Heavy Raiders on constant alert.

Draas

Planet: Draas

Climate: Cold

Weather: Dust storms

Technical Level: None (ruins of Drakh)

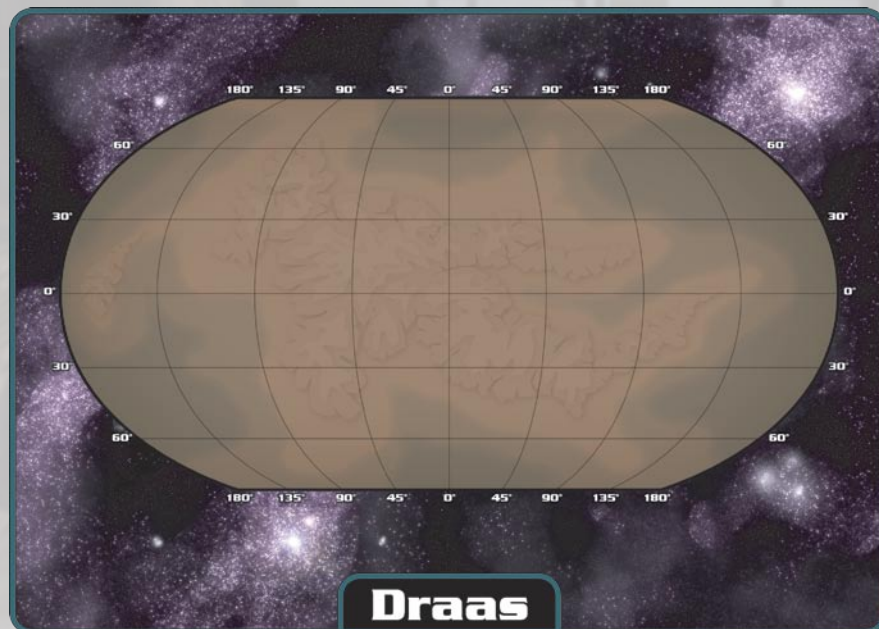
Native Sentient Races: All extinct (some Drakh)

Dominant Government: None (was Drakh clan *makal*)

Notable Cities: *Makal*

Population: 0 (some 5,000 in suspended animation)

Cultural Information: Draas is the second homeworld of the Drakh, long since abandoned. The Shadows destroyed its jump gate millennia ago and the only way to find Draas now is by randomly searching systems on the Rim. The planet orbits a dying red sun and the ecology has completely collapsed. The only life on the surface of Draas today is a particularly rugged and bloody-minded species of lichen.



The *makal* clan stayed behind when the other clans abandoned Draas. They hung on for nearly 2,000 years, desperately harvesting materials from the other, not-quite-as-dead planets in the Draas system to keep their world alive. They failed, and now their cities are lost beneath the shifting dunes of dusty slush that covers the planet's land surface. However, the last generation of *makal* Drakh placed themselves into stasis in a vault deep beneath their last surviving city. The vault's power is derived from slowly decaying radioactive materials and will last for millions of years.

While the *makal* have deviated considerably from their Drakh cousins in the Clanfleets, they do have one relic that would be of great interest to both the other Drakh and the younger races. When the other clans were wiped out or left Draas, the *makal* were able to investigate the ruins of their temples. The sleeping Drakh have the only *complete* copy of the teachings given by the Shadows to the primitive Drakh and those teachings contain references to Shadow plans and operations stretching back tens of thousands of years.

Planetary Information: Draas was on the verge of death when the Drakh first arrived, half a million years ago. It was used up by some Ancient race billions of years ago and has nothing of value. Every scrap of metal, every inch of fertile soil has long since been extracted, used and reused over and over until there is nothing left.

Eudu

Planet: Eudu

Climate: Hot

Weather: Stormy

Technical Level: Advanced

Native Sentient Races: None

Dominant Government: Minbari Federation

Notable Cities: None.

Population: Euda'na (5,000), Avaia University (1,000) (Minbari), Rob'bash (10,000) (Drakh)

Cultural Information: Eudu has always been the uncut diamond of the Protectorate – a verdant world, rich in resources, but one the Minbari were hesitant to develop into a full colony. Their only outposts there were a few mining and metallurgy facilities and a support base for the orbiting military garrison.

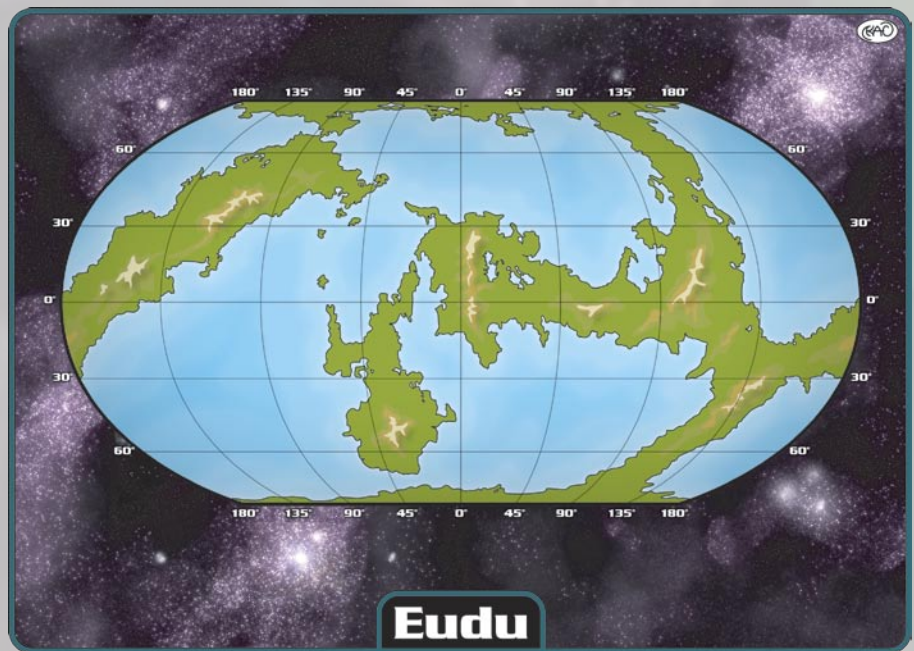
When the Drakh made contact with the Minbari in 2261, Eudu was an obvious planet to

put the Drakh – after all, the military base in orbit of the planet was one of the largest and best fortified outside the Federation itself, designed to be a bastion against invasion, raiders and uprisings from Rimwards. Even one of the other great powers of the galaxy would have balked at trying to take that fortress.

The *ifrit* smashed it to wreckage in a massive space battle. The *ifrit* carriers jumped in right on top of the orbital base, launching Fast Destroyers which skindanced along the base's surface, inside the minimum range of its guns. As soon as the guns were disabled, the rest of the Drakh fleet moved in for the kill. Several Minbari warships including three *Sharlin*-class vessels were destroyed by the Drakh. This was an especially embarrassing loss for the Minbari, as it destroyed their ability to keep order in the Protectorate.

Currently, Eudu is divided between the Minbari and the Drakh. The Drakh fleets fled the system out of fear of a Minbari counter-attack but the Minbari are unwilling to move too hastily in case the Protectorate races realise that the Federation is not invincible. A ground war is being fought in the jungles of Eudu between Drakh and Minbari forces, with neither side being willing to escalate to a space conflict.

Planetary Information: Eudu is a beautiful world of island archipelagos and forests, with a fascinating and thriving ecosystem. It is rich in resources, a fact not lost on the Drakh, who have begun harvesting in several of the larger islands. Their ground war with the Minbari is hampering their efforts, but as soon as the *ifrit* find the courage to push back against the hated servants of the Vorlons, then the whole planet will be harvested to provide for the needs of the Clanfleet.





Tir

Planet: Tir

Climate: Cold

Weather: Fog

Technical Level: Advanced

Native Sentient Races: none.

Dominant Government: Drakh

Notable Cities: Valnaa (mostly abandoned), Ifis (underground)

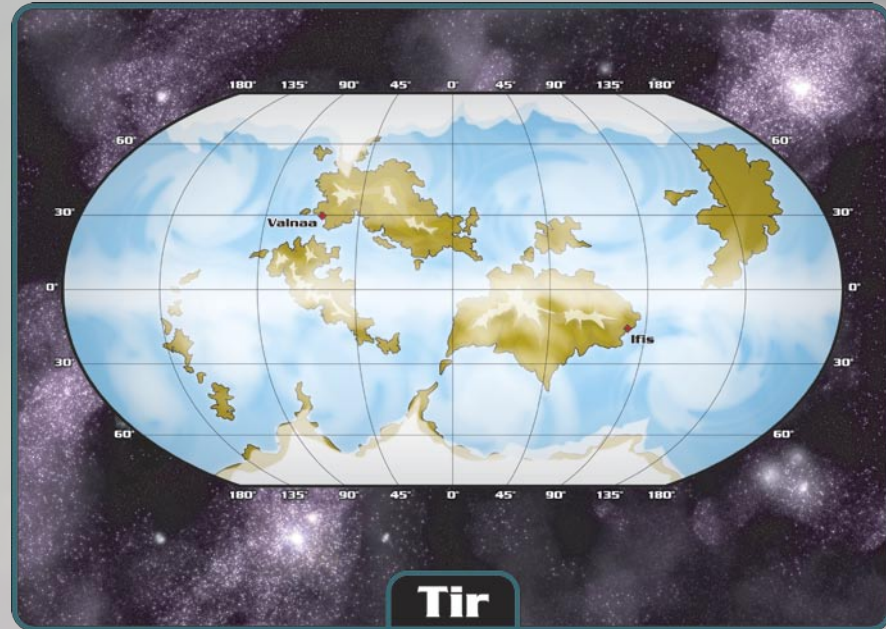
Population: 2,000 (Minbari), 20,000 (Drakh)

Cultural Information: Tir was one of the most heavily settled worlds within the Minbari Protectorate, but was of considerably less importance than Eudu. The Drakh seized it through a combination of subversion and biological warfare, by implanting Keepers in key government figures, then causing a blight that wiped out the planet's agricultural base. The Minbari evacuated, allowing the Drakh to take the planet without a fight. The Warrior Caste are unwilling to try to retake Tir until the more important world of Eudu is recaptured, but they have left ground forces in place to harass the Drakh settlers. Furthermore, the Tir jump gate is still under Minbari control, forcing the Drakh to rely on their carriers for hyperspace travel.

The Minbari are using Tir to study the Drakh, learning about their enemy before they begin a major offensive against them. What they do not see is the extensive Drakh developments beneath the surface. The Drakh landed Worm Crawlers early in their time on Tir and now there are tunnel networks stretching for tens of thousands of kilometres. Retaking Tir will be a very long struggle indeed.

Planetary Information: Tir's native life forms are relatively undeveloped; the planet is lethargic, with a weak biosphere. Its highest life forms were mostly ferns and jellyfish-like entities. The Minbari had agricultural colonies here but they were very labour-intensive, relying on imported nutrient sprays to get any usable crops out of the grey soil. The Drakh have managed to turn much of Tir into a garden, by releasing retroviruses and putting their vast ecological knowledge to good use. Within a generation, the Entire plans to convert all of Tir into a vibrant and productive world.

The Minbari city of Valnaa is largely abandoned, although a few stubborn Worker caste settlers refused to leave their homes, and there are enclaves where street fighting is common between Minbari defenders and Drakh scouts. The Drakh city of Ifis is on the far side of the planet and is mostly underground, built in huge artificial caverns excavated by the Drakh. The mists of Tir provide excellent cover for large-scale engineering efforts like Ifis.



Rohric

Planet: Rohric

Climate: Dry

Weather: Hot

Technical Level: Advanced

Native Sentient Races: None.

Dominant Government: Drakh

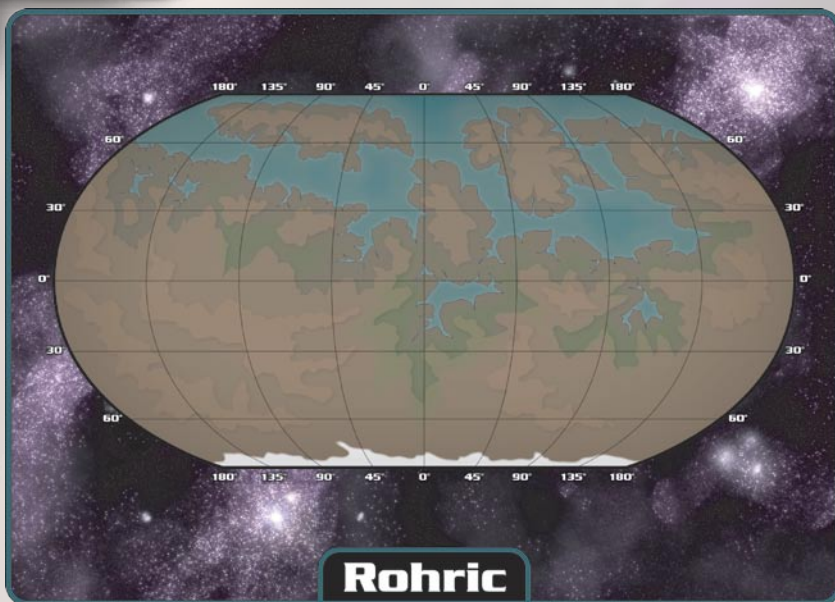
Notable Cities: Rohric Base (20,000)

Population: 30,000 (Drakh)

Rohric was once a colony world belonging to the Dilgar Imperium. The Dilgar never managed to develop it, because it was only barely above the threshold needed to support life and its plant life spread spores that caused severe skin irritation. The Dilgar colonists were forced to leave the planet by the victorious forces of the Liberation Navy, and Rohric was abandoned for decades.

The *kyne* arrived here in 2261 and began developing the planet. Like Tir, Drakh bio-science was more than capable of dealing with ecological and biological problems that defeated less advanced races. The plants of Rohric have been re-engineered so that they are much more efficient and their spores no longer affect the Drakhs' skin. The sea level of the planet has been increased by spreading a fungus on the polar ice caps that decreases their albedo, melting them. Within a generation, Rohric will be a prime world for colonisation.

The Drakh have taken over the old Dilgar colony, building their own fortress beneath it. The colony's automated systems are still functioning, and the Drakh are using these as cover for their own electromagnetic leaks. Rohric base offers more



to the Drakh than just shelter; the Dilgar were a fascinating species to the servants of the Darkness, and the *kyne* have begun experiments in cloning the Dilgar race back to life – one of their long-term plans is to establish a new colony of Dilgar and teach them in the same way the Shadows rescued and taught the Drakh, long long ago.

Dac

Planet: Dac

Climate: Controlled

Weather: Controlled

Technical Level: Advanced

Native Sentient Races: None

Dominant Government: Drakh

Notable Cities: Var'dac (200,000)

Population: 350,000

Cultural Information: The *dacu* clan are the strangest of all the Drakh, having turned back to more conventional forms of industry and reproduction. Their world of Dac is located two jumps rimward of Ikarra, in a system as yet unmapped by any of the younger races.

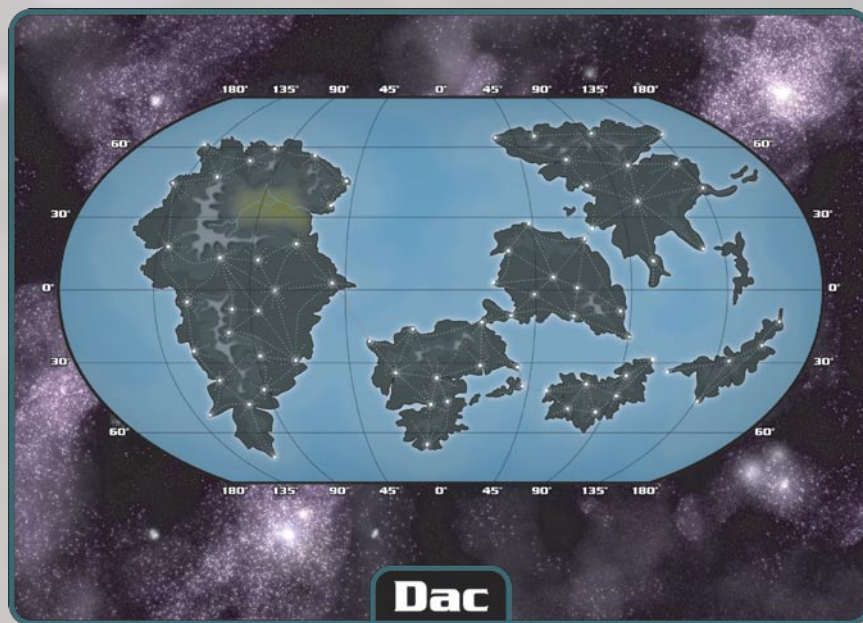
The Dac colony is located in the one habitable part of the planet, in a sheltered region between two encircling mountain ranges. They have applied their science to turn their section of the planet into an engineered garden, while the planet's orbits

run thick with factories and shipyards. The *dacu* have also added numerous defensive satellites and minefields, both in and out of local hyperspace. If the Drakh were ever forced to flee, then all the Clanfleets would likely make for Dac as their first refuge. Of course, given the strained relationship between the atavistic *dacu* and the other clans of the Entire, it is unknown how warm a welcome they would get.

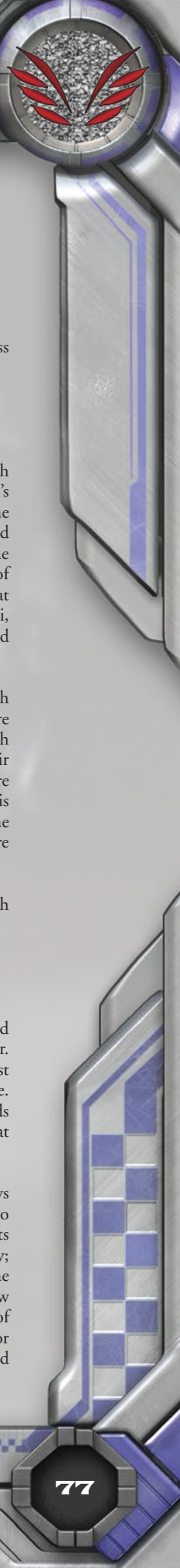
The *dacu* have no Clanships or Templeships, but have thousands of Raiders and other small fighters ready to defend their planet. Almost every adult *dacu* is a trained pilot in addition to his other skills.

Planetary Information: The planet, like its neighbour Shak'zor, was once a Shadow resource world. Millennia ago, the Shadows dropped wormseed – self-replicating biological machines – onto this once-verdant world. The wormseed consumed and grew, transforming over two-thirds of Dac's surface into a nightmare landscape, where Shadow weapons and spacecraft grow from the ground like obscene fruit. Shak'zor was more suited to wormseed, and its entire landmass was covered with biomachines within a few years. The growth rate here on Dac was slower, and the *dacu* have retarded its growth to keep the machines from consuming their little fertile colony.

Beneath the wormseed continents and the Drakh terraforming, it is still possible to catch the occasional glimpse of Dac as it was before the darkness; a pleasant if wet Earth-like world.



CONSPIRACIES & APOCALYPSES



There is a rot in the heart of every major galactic civilisation, a shadow falling across a thousand worlds. Z'ha'dum may be gone, the Shadows may have left the galaxy, but their servants are still out there and they want revenge. The Drakh begin their campaign of vengeance in 2261, soon after their masters depart. They continue to be a thorn in the side of the Interstellar Alliance for decades. As soon as one Drakh plot is rooted out, another takes shape. While the Interstellar Alliance and the *Excalibur* hunt for a cure for the plague loosed on Earth, the Drakh are furthering their plans to turn the Centauri people into an instrument of destruction. When Vir and his Legions of Fire turn on the Drakh and free their world, they hunt down the fleets of the *kala*, but the *kayne* are still out there.

Foil one Drakh plot, and they begin another. They are patient. They know the rightness of their cause, the just nature of their vengeance. In the psychic hallways of the Entire, the Drakh whisper to each other, saying *we will have our revenge, we will destroy your homes as you destroyed ours, we will make you into what you fear and despise, we will bury you.*

By 2265, the Drakh have agents on every major race's homeworld. In some cases, they started their campaign of influence much earlier; for example, there were Drakh whispering in Clark's ear even before he became President. On others, they came after the Shadows had departed. The Shadows would never have dared to touch the Minbari so directly, as that would have been a breach of the rules of engagement that bound them to the Vorlons. The Drakh are under no such restrictions. While the Drakh might believe that they are the heirs of the Shadows and that all their schemes are ultimately for the good of the younger races, to teach them the virtues of evolution through chaos, they are deceiving themselves – in the deepest reaches of the Entire, they long to see the other races utterly and completely destroyed.

SCORCHED EARTH – THE DRAKH IN THE EARTH ALLIANCE

The Earth Alliance is the great power that lies closest to the Shadow side of the Rim, and was the focus of most of the Drakh intelligence gathering efforts in the years before the Shadow war. Humans are infamously willing to make deals and to adapt alien technologies for use, a legacy of the early years of the Alliance when Humanity risked moving into a galaxy dominated by older, more powerful races, and Humans had to salvage and

steal technologies to catch up. This trait gave the Drakh access to the corridors of power with remarkable ease.

2254

The Drakh had been monitoring the expansion of the Earth Alliance since the end of the Minbari War. The Minbari's surrender confused the Drakh just as much as it confused the other races of the galaxy – having been on the receiving end of a Minbari offensive at the end of the last Shadow war, the Drakh well remembered the thorough and merciless nature of the Minbari Warrior Caste. Drakh scholars postulated that Humanity's leaders had secretly surrendered to the Minbari, swearing to become a slave race, or that the Vorlons had somehow intervened.

This latter speculation was confirmed, as far as the Drakh were concerned, when Babylon 4 was constructed. The Entire recognised the station as the same one that had arrived with Valen a thousand years ago. Immediately, they alerted their Shadow masters and launched an attack on the station before it could be completed, in the hopes of changing history. This attack was stopped by the *White Star*, which came through the time rift in Sector 14 and destroyed the Drakh vessels. Before the Drakh could act again, Babylon 4 vanished.

Believing that Humanity was under Vorlon influence, the Drakh pulled back and hid, content to watch and wait.

2257

The Shadow vessel unearthed on Mars, screamed in pain and confusion, screeching in frequencies the Drakh could hear. Immediately, a second vessel was awoken to rescue the first and the Drakh began to push forward into Human space. Observation posts were set up on the Human colony worlds near the Rim, and the Drakh agents began to visit places that Humans frequented.

Then, the *Icarus* arrived on Z'ha'dum and called the Shadows back from the abyss. Z'ha'dum's ancient machinery began to move once more; the Eye opened and began calling the servants of the darkness back home. The Drakh were ever eager to obey; the clanfleets began returning to Z'ha'dum within days of the *Icarus* landing on the holy world. The Drakh and other Shadow servants captured the Human survivors and converted most of them into central processors for ships or biological substrates for machinery. The few who were willing to serve were questioned

by the Shadows, and from them the Drakh learned much about Humanity.

Morden was the standout candidate from the *Icarus*' crew of course and the Shadows anointed him as their spokesman for the present. The Drakh deployed their agents to gather the tools Morden would need for his return to Earth space. When Morden left Z'ha'dum to return to Human space, the Drakh provided him with a spacecraft, a vast bank balance, with everything that was needed to smooth his re-entry into Human society. Of course, since Morden was accompanied by Shadows at all times, he did not strictly require such mundane aids, but the Shadows were trying to keep their return hidden from the Vorlons.

Five primary areas of interest were identified by the Drakh and Morden:

- ⑤ EarthGov itself – The Shadows wanted to know which races would be best used as tools to spread chaos
- ⑤ EarthForce – They had already displayed an interest in the organic technology found on Mars and the Shadows were willing to educate them.
- ⑤ The Psi Corps – Humanity has a very high percentage of powerful telepaths, many of which could be a potential threat to the Shadows' ships. Gaining some measure of influence over the telepaths was a key priority for Morden. Fortunately, Humanity had already isolated its telepaths into a handy gulag called Psi Corps.
- ⑤ The Corporations – Much of Humanity's outward expansion was fuelled by the megacorporations, and Morden knew much of that world from his involvement with IPX. The corporations also wielded considerable power over both EarthGov and the military. The lure of organic technology would make them easy to control.
- ⑤ The Underworld – The Shadows wanted to move in secret and the criminal underworld offered them a way of moving supplies and agents undetected. Furthermore, having contacts with criminals would allow them to play one set of agents off against another.

Morden was the thin end of the wedge, making contacts and deals with ambitious politicians and executives. The Drakh followed behind him; they were presented as alien allies, experts on organic technology, useful pawns. There were Drakh whispering in the corridors of EarthDome within a year of Morden's return from the Rim.

The Drakh's expansion into the underworld was slow until they hit on the idea of using the pirate city of Thenothk as a lure (see page 69), but their influence expanded greatly after that.

2258

Of the five targets identified by the Drakh, Psi Corps was the most difficult to crack – the telepaths could sense the Shadows and Drakh, and instinctively

feared them. In the end, it took a chain of allies working in concert for the Drakh to get influence within the Corps. Their contacts in EarthForce's New Technologies division and the military-industrial complex gave them access to Vice President Clark, whose campaign was heavily funded by various corporate backers and lobbyists. When Clark became president in 2258, the Drakh were able to use his appointees within the Corps leadership to make contacts within the Psi Corps. Soon, they reached a section of the Corps' research community (called, appropriately enough, Shadow Science), who were eager to use organic technology in their attempts to make better telepaths.

Soon, the Drakh were able to offer technology in exchange for supplies and weapons components like frozen blips and renegade telepaths.

2259

This was a year of consolidation for the Drakh efforts within the Earth Alliance. As the Shadow War began, the Shadows needed more and more subjects to be transformed into weapons components. The Drakh began to deploy Keepers across the Alliance, to keep various key allies and spies under their control.

Fortunately for the Drakh, the innate fears and greed of Humanity's leaders played into their hands. Clark began using telepaths as thought police, decreasing the risk of the telepaths being out in space where they could interfere with Shadow activities. The corporations began digging up Shadow technology themselves, saving the Drakh the bother of doing so.

2260

By 2260, the Shadow War was in full swing. The Drakh were sidelined to a degree, as the Shadows moved across the galaxy openly. While the Drakh continued to work with various factions in the Earth Alliance – notably the Psi Corps, EarthGov and New Technologies – they served mainly as the agents of Morden and Justin instead of furthering their own plans. Some in the Entire whispered that they should strike at the Babylon 5 station that seemed to be the heart of resistance against the Shadows, but their masters forbade it. Babylon 5 was to be left alone... for the moment.

Towards the end of the year, the full scope of the Shadows' plan was revealed to the Drakh. The commander of Babylon 5 was a nexus, an individual around whom galactic events revolve. The Vorlon Kosh had tried to sway Sheridan to the side of Order; now, using his wife Anna as bait, the Shadows would bring him to Z'ha'dum and turn him to the side of Chaos.

The *White Star* passed through the ring of Drakh ships surrounding Z'ha'dum unchallenged. Sheridan and Anna went down to the surface by shuttle.



A few minutes later, the *White Star* dove into the atmosphere of Z'ha'dum, and the Vorlon ship exploded over the City of Shadows in nuclear fire.

2261

For all the Drakh – not just those operating in the Earth Alliance – the attack on Z'ha'dum was a cataclysmic shock. Soon afterwards, the Vorlons launched their planet-killers and began hunting down Shadow-touched worlds, and the Drakh were considered part of the Darkness by the Shadows. The Drakh were ordered to prepare the Shadows' counter-offensive, launching Shadow Death Clouds and other doomsday weapons.

The few Drakh agents operating in the Earth Alliance were largely ignored, as the Entire had more important things on its mind. Then the Abandonment struck the Drakh Entire even more deeply than Sheridan's attack on Z'ha'dum. In the confusion, the Drakh agents on Earth failed to take all the safety precautions they should have, and in an alarming reversal of fortunes, several were captured by Earth security forces. The anti-alien propaganda that had proven so useful in previous years now proved dangerous to the Drakh who fostered it.

Some Drakh tried to hide on Mars; others merely alerted the Entire to their plight and grudgingly served the Humans for a while, teaching them how to use various pieces of Shadowtech.

2262

The new Earth government began a program of reforms and internal investigations that would prove disastrous for the Drakh over the next few years. The initial aim of these was to identify government officials who had been involved with Clark's abuses of power, but soon the investigators found themselves on the trail of *alien* infiltrators of the Clark regime.

The reform of the Psi Corps stemmed from these investigations, coupled with the growing 'Remember Byron' movement. Many of the Drakhs' contacts within the Corps were arrested or forced to flee as the investigations closed in on them – and hiding from telepaths has always been a problem for the Drakh.

2263

By the end of this year, the Drakh had lost most of their contacts within the Earth Alliance. They still controlled various crime and smuggling syndicates, and there were a few Drakh secretly working for EarthForce's New Technologies and the corporations, especially Jensen Biogenetics – but who was master and who was prisoner in those partnerships was a matter for debate. The government was almost entirely free of Drakh influence; the Corps was too, but was rapidly spiralling down into the Telepath War.

In any case, the Drakh no longer desired to control or guide Humanity. All they wanted was revenge. The Centauri digs on X'ha'dum gave the Entire access to a cache of Shadow weapons, including the remaining Death Clouds. It would take several years for the Drakh to plot the annihilation of Earth, moving new agents into place to sabotage Earth's defences and gathering information about EarthForce's new ships.

2266

The extinction project was a joint venture between the *kala*, *shan* and *ifrit* clans. As soon as the Death Cloud was activated by the *kala*, it was flown to Deltron VII for testing. The Drakh had deployed hyperspace stele there and hidden Drakh couriers were waiting on the fringes of the Sol and Minbar systems. The Drakh plan was to test-fire the Death Cloud on the minor world of Deltron, then take the hyperspace causeway to Sol. The invasion fleet would draw the attention of the entire galaxy, pulling the Rangers and the surviving *White Stars* to the Earth Alliance and stripping Minbar of its defences. The Cloud should have been able to deal with whole fleets of ships and it was backed up by the massive firepower of the *shan* clanfleet.

The plan called for the Death Cloud to wipe out Earth slowly, to give the impression that if only the Interstellar Alliance could get enough ships into position quickly enough, they could seize victory from the jaws of defeat. Then, the Drakh would activate the second hyperspace causeway and jump right into the heart of the Minbari Federation, to seed the homeworld of Delenn with a nanotechnological plague.

The heroism of Earth's defenders was not anticipated by the Drakh, nor did they expect Sheridan himself to be position to co-ordinate the counter-attack. Nor, of course, did they realise that some thief would intuit the weak spot in the Death Cloud's structure and give the defenders the clue they needed to destroy the doomsday weapon. In a split second, the Entire decided that the weapon destined for the Minbari would instead be used on Humans. The plague was loosed upon Earth and the Drakh fled. Efforts to hunt down the Drakh as they fled were poorly co-ordinated – both sides were demoralised by the pyrrhic victory.

While the *Excalibur* searched the galaxy for a cure, the Drakh were not idle. Their projections showed that when Earth's population was wiped out, the Earth Alliance would collapse into chaos and civil war. They secretly made contact with several factions within the Alliance, from the few senators who had escaped the plague to independence and terrorist movements on a dozen worlds, as well as apocalypse cults and criminal gangs, and promised each of them support and technology. To some, the Drakh held out the tantalising promise of a cure for the plague; to others, the Drakh offered power in the coming days of anarchy.



Jensen Biogenetics

Jensen Biogenetics was one of the Psi Corps' shell companies, a biotechnology company whose management was controlled by the telepaths, and whose main field of research was into drugs and treatments that would improve psychic potential – or provide weapons against the mundanes. Soon after President Clark put the Psi Corps in touch with Morden, the Drakh offered their services to the Corps.

By the time the Telepath War brought down the Corps and Lyta's nuclear bomb seared the house of atrocities from the Martian soil of Syria Planum, the Drakh had seized control of the corporation from the telepaths. Most of the conspirators who knew about the Corps' connections to the company were dead or on the run from the police; the unfortunate executives of Jensen had their telepathic controls replaced with Keepers.

Since 2263, Jensen Biogenetics has grown from a mid-size corporation to a major player in the biotechnologies field. Edgars Industries has lost a considerable portion of its market share to its new rival. Jensen's staff seem to have a gift for coming up with technologies five years ahead of other laboratories – which is fairly easy, considering Drakh technology is centuries ahead of Humanity's. Jensen has established connections with EarthForce and these defence contracts have brought billions of credits pouring into the firm's coffers. Now, Jensen Biogenetics has vowed to apply its efforts to medical research, in the hopes of finding workable treatments for the Drakh plague...

Characters could be employed by Jensen Biogenetics, either as researchers or field operatives. They could be trying to 'recover' pieces of organic technology – notably securing Shadowtech for their hidden masters – or be testing new technologies and drugs.

The Drakh want to spread the plague to other worlds, so they might send the characters to Earth to secretly test a 'cure' for the plague. What do the characters do when they discover they have been infected

deliberately? Or worse, what if the Drakh create a temporary cure that only puts the disease into remission for a few years?

The Drakh do play a minor part in the Telepath Wars and can be a nice link to further adventures after those wars finish. Characters involved in overthrowing the Psi Corps can find clues leading them to the Drakh and the legacy of the Shadows.

Independence Trust

The Independence Trust is a loose alliance of political parties, activist groups, freedom fighters and anarchists across the Earth Alliance. It draws a sizeable percentage of its membership from the troubled world of Mars but it has cells on virtually every planet. The Trust formed during the Clark regime, as a network for dissidents and rebels. Its stated aim is to ensure that Earth never again dominates the affairs of the colonies the way it did during Clark's presidency. They want to see EarthForce decentralised and broken into small fleets, so it can no longer be used as a tool of Earth internal policy.

The Trust is not a political party, it is a secret conspiracy linking dozens of political groups. In the wake of the Drakh assault on Earth, the Trust has started the process of turning itself into a new structure, a reformed Alliance no longer centred on Earth. The members of the Trust know that many people have a vested interest in propping up an Earth-centric government but most of those are the same sorts of people who supported Clark. The Independence Trust is prepared to use force to bring about a better future for Humanity and the colony worlds.

The Trust has allies – a fearful, nervous species of alien whose homeworld was destroyed during the war. Clark's hated regime blamed aliens for so much of Earth's troubles, but the Trust is wiser and is willing to work in partnership with non-Humans – especially when the aliens are so eager to offer their help and technology. With the aliens' help, the Trust is prepared to fight for a better future for the colony worlds, to assert their independence when EarthGov finally collapses.

The Drakh are careful when manipulating the Independence Trust – they know that idealism and hatred of President Clark's legacy are the two forces driving the Trust and tampering with either would result in the Trust turning on their allies. They use Keepers only sparingly, preferring to just feed the Trust misinformation and weapons in the hopes that Humanity's innate chaotic nature will come to the fore. The Trust is especially useful because it was so closely allied with Babylon 5 during the latter stages of the Shadow War and many of its senior members are trusted by Sheridan and Garibaldi.

The key to adventures involving the Independence Trust is to present them, by and large, as good guys. These are the people who fought against Clark. They are the Mars resistance, the smugglers and freedom fighters on Proxima, the people who avidly listened to the Voice of the Resistance. They want the



Earth Alliance to be more of an equal partnership, instead of being centred on Earth. It is a valid point of view – which makes it worse when the players discover how deep the Drakh involvement is.

This set up is great for a double-cross game. Let the players discover something about the Drakh, let them know that there are nasty alien servants of the Shadows out there. Maybe they even have a firefight with the Drakh. Then, have their trusted friends in the Independence Trust send them to make contact with a group of alien allies...who of course turn out to be the Drakh. This is pretty much the same situation as Delenn finds herself in during *Lines of Communication* – but the characters are unlikely to have a *White Star* fleet backing them up...

New Technologies Division

EarthForce's New Technologies Division has been chasing after the secret of organic technology for years. During the Shadow War, the division made huge strides, both from pieces of Shadowtech recovered from Mars and Ganymede and other dig sites, and from the aid they received from the Shadows and their minions. The Shadow Omega and Warlock-class ships are based on Shadow technology built by New Technologies Division.

There are dozens of Drakh still held as prisoners by the New Technologies group, who are being forced to work on more advanced uses of Shadow technology. The Humans suspect that the Drakh have some telepathic ability but they have no idea that their prisoners can communicate with the rest of their species so easily. The Drakh have backdoors into many of the systems on EarthForce's new vessels, and some research projects are dependent on Drakh aid.

During the 'great hunt' following the attack on Earth, many captured Drakh ships and crews were seized by EarthForce as prisoners of war, and transferred internally to New Technologies. The Drakh have a sizeable fleet now, in various hidden bases run by EarthForce.

THE SLOW DEFEAT – THE DRAKH IN THE MINBARI FEDERATION

Approaching the Minbari at all was a risk for the Drakh; the Minbari were almost as close to the Vorlons as the Drakh were to the Shadows and many of the more sensitive Minbari could detect the taint of darkness on the Drakh, even without telepathy. After the Abandonment though, the Entire deemed that revenge upon the hated race that had birthed Satai Delenn of the Grey Council was worth the risk. The weak, disposable clan of the *ifrit* was chosen for this dangerous duty.

The Drakh had been observing the Minbari for millennia, since even before Valen's war. They knew that the Minbari are by nature a violent, divided people and that the tri-fold clan system instituted by Valen was beginning to fail. The Earth-Minbari War was the wedge that had finally broken the council; the Warriors had bled for the cause, but had their victory snatched away by a Religious caste-mandated surrender, which was never explained. The warriors and the priests were at each other's throats and this time there would be no Vorlon pawn to bring them back together.

2261

The *ifrit* made contact with elements of the Warrior Caste within weeks of the Abandonment and the destruction of Z'hā'dum. They posed as refugees from a species whose homeworld had been destroyed during the war – the Federation was closest to the path of destruction blazed by the Vorlon planet-killers, so the Drakh were not the first beggar race to show up on Minbar's doorstep. Interestingly, they were by far the most technologically advanced.

In Minbari society, it is said that the priest teaches, the worker makes and the warrior uses. Many elements of Minbari technology were secrets of the Religious caste. The Priests showed the Workers how to make the weapons used by the Warriors, but no one caste could function without the aid of the other two. The Priests had already broken this interdependency with the construction of their own space fleet, including the Vorlon-tech *White Stars*. The Drakh offered the same power to the Warrior Caste, trading their technical expertise for shelter. As soon as the Drakh had secured a measure of trust, they began deploying Keepers and all their other tools of blackmail and control.

By the middle of 2261, the Warrior Caste had agreed to let the Drakh settle on the planets of Eudu and Tir in the demilitarised Minbari Protectorate. The Warriors believed that the Drakh only numbered a few thousand, as the vast *ifrit* clanfleet had escaped detection by the Minbari.

Emboldened by this success, other elements of the *ifrit* attempted to win the confidence of the other castes. To the Religious Caste, they offered the inverse of the deal used with the Warriors. To the Warrior Caste, the Drakh had promised their technical expertise to match the Warrior's martial skill; the Religious Caste instead would benefit from the Drakh's fighting forces in exchange for technology. The Entire believed that this bait would be irresistible to the priests, giving them a chance to fight the inevitable civil war without getting their own hands dirty.

The Drakh plans were spoiled when Forell of the Religious Caste attempted to demonstrate his loyalty by showing Delenn the new allies he had found. Delenn realised who the Drakh were and who they had served; the *White Stars* under her command

turned on the Drakh Carrier. While the Drakh put up more of a fight than Delenn perhaps anticipated – the Drakh Raiders were perhaps the only ships in the galaxy at that point that were even close to a match for a *White Star* – they were soundly defeated, and the Drakh's involvement with the Religious Caste was at an end. The other spies and infiltrators fled or were slain.

The Drakh had also tried to make contact with the Worker Caste but this effort floundered due to the utter lack of ambition or hate in the hearts of the workers.

Still, using the Warrior Caste as their catspaw, the Drakh were able to enflame and prolong the Minbari Civil War. The crystal cities were smashed and burnt; thousands died, and the great civilisation of Valen seemed doomed. The Drakh took credit for this victory, although the divisions they had exploited had existed in Minbari society for centuries. They began to plan how to deal with the remaining Minbari; if the Warriors could be convinced to wipe out the scholars of the Religious Caste, then perhaps a plague could be deployed to wipe out the rest of the cursed species, a plague the Warriors would be unable to cure after killing all the scientists. However, the Drakh's victory was stolen by the Starfire Wheel, by Delenn's compromise and Neroon's sacrifice.

2262

Fortunately for the Drakh, the pride of the Warrior Caste prevented them from admitting that they had been fooled by servants of the Shadows. They listened to the warnings of Delenn and the other priests that spoke of enemies in the darkness, but the Drakh on Eudu and Tir were the concern of the Warrior Caste and would be dealt with by the Warriors.

The Drakh dug in, literally, drawing the Minbari into a ground war (see pages 74-75 for details of Eudu and Tir). The clanfleet pulled back to the dark fringes of the Protectorate – while the Drakh ships might be a match for the Minbari, they were heavily outnumbered. Drakh cruisers were sent to run the Minbari blockades and re-supply the two colonies, while the Entire contemplated methods of breaking the new balance between the Minbari Castes. In the Federation, the Drakh war ground on between the Warriors and the *ifrit* for years, with neither side willing to risk too much against such a dangerous foe.

2266

The Drakh assault on Earth was a warning to the Minbari; the aliens were not a minor threat, but were just as dangerous in their own way as the Shadows had been. The Warriors could no longer keep the Drakh's presence in the Protectorate a secret any more, not when Eudu or Tir might be used as the launching pad for another Death Cloud or plague. In a session of the Grey Council, the Drakh presence was revealed. The Council approved the launch of a huge offensive against the Drakh.

2270

By 2270, the Drakh had been driven off Eudu, and Tir was mostly in Minbari hands. The *ifrit* clanfleet continued to fall back, pursued by Minbari hunting parties. The Warriors established a line of listening posts and sensors across the Rimward border, preventing the clanfleet from slipping back towards known space and – presumably – the rest of the Drakh. The *ifrit* were herded spinwards and corewards, towards what had once been Vorlon space.

On August 14th, a hunting party led by the Sharlin *Akkalat* entered an unnamed charted system on the edge of Vorlon space. There, it discovered a vast amount of wreckage, all glowing with an unknown form of radiation. The Minbari's records describe the metal debris as being so weak and brittle that what looked like hull armour could be snapped by hand. There was no sign of the *ifrit* fleet.

Certain old Minbari legends insist that those who walk too close to the domain of the Vorlons will be struck down by the arrows of Valeria.

The Sun Lances Clan

The Sun Lances are another of the Minbari Warrior clans; less well known than the Star Riders or Wind Swords perhaps, but that is because the Sun Lances' primary area of activity is on the far side of Minbari space from the Earth Alliance. The Sun Lances prided themselves on being enemies of the darkness. They were among the first to pledge themselves to Valen's cause during the war, and their ships bombarded Z'ha'dum from orbit a thousand years ago.

When the Drakh contacted the Minbari Warrior Caste, it was Caera of the Sun Lances that they first encountered. When the rest of the Warriors ignored the threat posed by the Shadows, Caera had agitated that the whole of the Minbari race should fight as they fought a thousand years ago. The Sun Lances had provided training and tactical advice to the priests assigned to fly the *White Stars*.

Caera sensed the taint in the Drakh when they were first encountered and was one of the few voices in the Warrior Caste to speak out against the suggestion that they should ally with the hateful creatures. The Drakh realised that she was a danger, and took steps to deal with her. Since 2263, Caera's dreams have been of the darkness that she is destined to strike down. Again and again, her dreams have led her to uncover Drakh plots and conspiracies. She has dreamed of the location of Drakh strike forces and ambushes, she has dreamed of Keepers sitting on the shoulders of key military and religious leaders and she has never been wrong.

Of course, it is easy to be right when the Drakh are whispering in your mind. The *ifrit* planted a dreamweaver symbiote (see page 47) on Caera in 2263, and ever since then they have controlled her dreams. All her victories were over



Drakh forces or agents that the Entire deemed to be disposable; the loss of a few Raiders or an agent already on the verge of exposure is worth the creation of an 'infallible' enemy leader. The *ifrit's* ultimate goal is to build up Caera's myth among the Minbari, then reveal to her that the Human leadership is actually working for the Drakh, to start a new Earth-Minbari War.

In a Minbari game, one option is to replace Caera with one of the player characters. Have the Drakh attach a symbiote to one of the characters and feed him the prophetic dreams about the Drakhs' activities. Imply that he has some sort of plot device power that you, as the Games Master, are using to hand plot hooks and adventures to the players. Then, after the characters have gained a few levels and are heroes of the Minbari, the Drakh start turning them on the Humans...

The Drakh occupation of Eudu and Tir is perfect fodder for adventures. Neither side is willing to risk all-out war, so there are lots of small raids, espionage missions, attacks on bases by small strike teams and so on. There are even neutral forces living on both worlds, Minbari settlers who do not want to leave their world and have no special loyalty to homeworld.

The Tirian Gambit

The Drakh on Tir have captured a Minbari relic that dates back a thousand years, to the time of Valen. The relic, the Ring of Valen, is brought from world to world within the Federation, symbolising how all the Minbari are one. The ring is a smooth circlet of metal that might once, a thousand years ago, have been an EarthForce Flight School class ring. The ring was on Tir when the Drakh stole that world.

The Drakh care little for the symbolism of the ring – such superstitions and petty myths are beneath the notice of a race blessed by the Shadows – but they know that it was once worn by Valen himself. The ring has been dissected and its inner surface scraped for any surviving genetic material. It has been a thousand years since Valen last wore the ring, but even a scrap of DNA could be copied and recopied until there was enough material to attempt a clone.

The Drakh have also constructed an elaborate tomb beneath Tir. They intend to place a force-grown clone in the tomb before they abandon Tir, disguising the tomb's location so it looks as though the Drakh had only just located the tomb before being driven away by the victorious Minbari. The tomb contains stasis generators and the clone will be telepathically imprinted with a psych-construct of Valen designed by the Drakh. The result – Valen reborn, a religious leader the Drakh can control remotely, and one who will stand opposed to Delenn and her followers. The thought of using their old nemesis to destroy their new foes fills the Drakh with a dark joy.

The Drakh plot to clone Valen is a long shot, but would send repercussions throughout Minbari society. Even if it fails, it might finally force the Grey Council to reveal the truth about

the Earth-Minbari war and of how Valen was actually a time-travelling Human...

If the characters find out about the plot before it is revealed, they might be sent by the Rangers or Techno-Mages to sabotage the Drakh cloning facility before it is active. What other biotechnological horrors are lurking there? And what if the characters are too late to stop the cloning, but instead manage to rescue Valen from his Drakh captors? What do you do with a clone of the Minbari messiah?

Mar'ifrit

The commander of the Drakh occupation forces on Eudu and Tir is Cullmaster Mar'ifrit. He was chosen after the disastrous contact between a Drakh carrier and the *White Stars*, when the Drakh feared that the Minbari would launch an all-out war on them. This massive attack never happened due to the Minbari's own internal dissension and civil war, but the Cullmaster held onto his position by whipping the *ifrit* group mind into a frenzy of paranoia and terror. Mar'ifrit is of the Warrior Caste but technically outranks even the Priests and Emissaries during this time of war.

6th level Drakh Officer (fleet)/4th level Cullmaster

Hit Points: 24

Initiative: +5

Speed: 30 ft.

DV: 22 (+7 class, +5 Dex)

Attacks: +14/+9 close combat or +16/+11 ranged

Special Qualities: Atrocity, Branch Specialisation (fleet), Improved Atrocity, Lord of Terror, Rallying Call, Slaughter (+2 to all crew rolls when commanding a fleet)

Saves: Fort +4, Ref +7, Will +8

Abilities: Str 16, Dex 20, Con 15, Int 14, Wis 12, Cha 14

Skills: Concentration +15, Intimidate +15, Knowledge (tactics) +18, Knowledge (Local – Eudu & Tir) +12, Notice +9, Operations (gunnery) +11, Operations (piloting) +6, Operations (systems) +6, Pilot +12, Stealth +13

Feats: Fire Control, Improved Fire Control, Inspiring Combatant, Iron Will, Skill Focus (knowledge – tactics), Spacecraft Proficiency, Veteran Commander, Veteran Spacehand

Influence: Drakh Military +30, Drakh Political +10

Biotech: Constitution Augmentation, Dexterity Augmentation, Regeneration Augmentation, Strength Augmentation

THE LONG, TWILIGHT STRUGGLE – THE DRAKH IN THE NARN REGIME

The Narn were one race that the Drakh had almost no knowledge of at the start of the Shadow War. The Minbari they knew of old; the Humans and Centauri they had observed remotely for decades or centuries. The Narn, however, had exploded onto

the galactic scene in a very short time, from just being another Centauri slave race (and therefore beneath the Drakhs' notice) to a major power on a par with Earth. All the Drakh knew about the Narn was what they picked up in the brief period of reconnaissance after Morden chose Londo Mollari as the hand of chaos.

Soon after that, the War of Retribution crippled the Narn ability to make war and the Regime was conquered by the Centauri and their Shadow allies. While the Drakh did send a few scouts and spies into the Regime, more for form's sake than anything else, they dismissed the Narn as a doomed people, useful only as cannon fodder or as a whetstone to sharpen Centauri bloodlust.

After the Abandonment, the Narn rebuilt very rapidly; as G'kar boasted once, the Narn have unlimited manpower, and even after the depredations of the war and the Centauri mass drivers, they still had the strength to repair their fleets quickly. By the time the *kyne* clanfleet jumped into Narn space, the Regime's navy was almost up to its pre-war complement.

2262

The *kyne*'s first order of business was to gather information about the Narn. Listening posts were established on various worlds, including the old Dilgar world of Rohric and on uninhabitable and unused planets. These posts fed information about Narn shipping to the automated Centauri fleet constructed by the *kala*, building up the hostility needed to trigger a punitive strike on Centauri Prime.

Once the Centauri were where the *kala* needed them to be – a bitter, defeated people – the *kyne* turned their attention back to bringing down the Narn. Their task was a difficult one. In other species, the Drakh could find dissidents, splinter groups, political underdogs, the ambitious and the angry. The Narn, though, were united through suffering and pain. There were no political factions to be turned against each other, no rivals to hear the song of chaos. There were no cracks to be exploited. While the Drakh were able to put spies in place, they had no leverage.

So, with the terrible patience of the Drakh, they chose to wait until such divisions arose again. The Narn would not remain united forever.

2266

The attack on Earth and subsequent war between the Interstellar Alliance and the Drakh forced the *kyne* to hide – drawing the attention of the Narn would just have spread the war to the Regime, and the Narn fleets were too powerful to be engaged lightly. During this period, the *kyne* widened their spy and observation network to include the League. The clan lacked the manpower to infiltrate every

League government; nor could they corrupt the League races with the same offer of strength the Shadows had used.

The *kyne* observed that the Drazi were becoming increasingly belligerent and powerful, trying to move into the position of influence vacated by the Centauri; that the Brakiri were trying to take over criminal syndicates across the galaxy, trading in illegal and banned goods including weapons and anti-Drakh plague drugs. All these things could be used, but not yet.

2270

Finally, nearly a decade after arriving in Narn space, the Drakh were ready to act. Their plan was a simple one. They would strip away all the masks and show the Narn and the other League races the truth. Drakh spies dispersed over the whole region of space, spreading Keepers and other tools of espionage. The Drakh sought out all the ways the League races were sabotaging and conspiring against each other and fostered them. They did not start any of these conspiracies, they aided nothing that was not already begun.

Brakiri smuggling, Drazi warmongering, a resurgent Narn expansionist movement, Llort theft, Vree plots to wipe out all illogicals... the Drakh observed them all. For five years, the Drakh waited and watched, gathering evidence. There was no secret they did not uncover, no hidden desire they did not expose. It was the most in-depth information gathering effort in recent history.

2275

The Drakh began disseminating their gathered secrets in mid 2275. By the latter half of that year, the Interstellar Alliance was in the biggest crisis since the fall of Earth. The Drazi had invaded several neighbouring systems, claiming that 'other races had insulted ancient Drazi customs'; the Gaim worlds were under blockage and the new Narn Kha'Ri were agitating for war. Civil war seemed inevitable.

One of the few people respected by all the members of the ISA council, Citizen G'kar of the Narn Regime, was missing as he had been captured on Centauri Prime while investigating the current Centauri situation for Sheridan. It was left for an exhausted President Sheridan to hold the alliance together. After a marathon emergency session of the ISA council on Babylon 5, civil war was averted. The races were still at each other's throats and several minor races including the Vree had temporarily withdrawn from the council, but the Alliance had held.

Although Sheridan had no idea the Drakh were still active – most assumed that the Drakh who attacked Earth in 2266 and who had been driven out of known space were actually the entire Drakh race – he recognised the pattern in the League and Narn Regime. Someone was exploiting the fears and paranoia of the races, just like the Shadows had done back in 2259. Therefore, he dispatched the Rangers



to investigate. Doing so was a risk – with the Rangers operating in secret as spies, there were fewer *White Stars* functioning as peacekeepers – but rooting out the underlying cause of the conflict was more important than stamping on brushfires.

2278

After three years of spying and information gathering, the Rangers had uncovered enough evidence to confirm that the Drakh were indeed active in the League, and that they were preparing for something. Then, events on Centauri Prime overtook the Rangers' investigations – the Centauri invasion fleet constructed on behalf of the Drakh was revealed and the full scale of the aliens' plot became clear. The *kyne's* efforts within the League were aimed at weakening the defences of the various races, distracting them so the Centauri fleet could sweep in and destroy their respective homeworlds.

When Vir and his allies foiled the Drakh plot, the Rangers moved in, secretly and silently destroying the Drakh cells they had uncovered. Sheridan and Delenn's son, David, had fallen victim to a Keeper in 2277, but Dr Franklin had discovered a method for removing the symbiote from its host. Armed with this knowledge, the Rangers were able to undo much of the Drakhs' evil within the League.

Paravas Station

As the League economies develop thanks to the new commerce trade and technology links brought about by the Interstellar Alliance, the trade routes of the galaxy change. With the isolation of the Centauri Empire after 2262, old trade hubs like Babylon 5 decreased in importance, in favour of anti-spinwards systems closer to the League.

Paravas Station is a symbol of this new economic boom, a huge trade station six miles long, located in neutral space. A free port, for traders, smugglers, diplomats, spies and aliens from half a hundred worlds. It could be a dangerous place, but it's our last, best hope for making a quick profit. Paravas was funded by private corporations working in partnership with the Narn Regime and was positioned as a trade gateway to the League of Non-Aligned Worlds.

While the huge station's security is provided by the Narn, the station's command staff are appointed by the corporations who run the facility; most of them are Human or Brakiri, and most of them have Keepers. Paravas Station was designed, funded and is completely controlled by the Drakh. The station has thousands of kilometres of secret passages, allowing the Drakh to move unseen throughout their domain. Advanced Drakh computing and power generation technology means that

Paravas is much more efficient than its competitors, attracting trade ships from a hundred worlds. Paravas is an attempt by the *kyne* to replicate the success of Thenothk City in some ways, but where the Drakh tried to hide the bandit city, advertising for Paravas station can be seen from Brakir to Minbar.

Paravas Station can be set up as a dark mirror of Babylon 5; where B5 was a trade and diplomacy station that was secretly a fortress of light, Paravas is a trade and diplomacy station that conceals a heart of darkness. Campaigns set on Paravas can kick off in a low-key fashion, with the usual little plots about lost ships, stolen cargos, raiders and so on, but then build up to a paranoia-ridden espionage campaign, where the characters slowly discover the Drakh's presence and try to foil their plots from within the Drakh's own place of power.

The Drakh work through agents and masks. They used the Centauri twice, for example, constructing fleets so they did not have to use their own forces. Their attack on Earth was spearheaded by Shadow weapons, not their own ships. The Drakh move indirectly, sidling up out of the darkness when they attack. Paravas Station offers more opportunity for indirect warfare; sabotaging trade routes, blocking vital supplies and so forth. Imagine what Babylon 5's council chamber would have been like if Sheridan was trying to turn the races against each other instead of bringing them together.

The New Narn Frontier

While it takes the Narn many decades to repair the damage done by the two Centauri occupations, and they will never forgive their oppressors, they are a young and vital people. The Narn need more worlds, more space. They will have to push corewards, around the Centauri and Pak'ma'ra, towards races like the Antareans, Golians and Lumati. There are dozens of systems there that the Narn can develop.

However, while the Narn have plenty of vigour and courage, their technology is somewhat lacking in fields other than weaponry. As they push out, they are shadowed by the Drakh. Unlike the Narn, the Drakh are experts at turning marginal worlds into viable colonies; they have the medical and biotechnical knowledge the Narn will need. It is almost elegant in its simplicity – wait until some poor colony of Narn are choking in an unexpected dust storm, or dying of allergies to the native flora, then the Drakh swoop in with a miracle cure. The Drakh lack the subtlety of 'what do you want?', but they can do 'what do you need?' easily.

- 5 The *kyne* plotlines are outside the scope of most *Babylon 5* campaigns, as they do not come to fruition until decades after the events of the Shadow War and the timeframe of most games. However, the schemes are also so wide-ranging that almost any character travelling in Narn space might encounter some Drakh plot. IPX

Archaeologists might be sent to raid a world before the Regime colonises it; traders might find their agricultural supplies are strangely no longer needed due to an ecological miracle on some isolated colony world and so on. Large-scale, galaxy-wide schemes like these cut across the full spectrum of possible *Babylon 5* campaigns, from penniless telepaths on the run to EarthForce's finest.

THE LONG NIGHT – THE DRAKH ON CENTAURI PRIME

The Drakh first came to Centauri Prime with their Shadow masters, soon after the attack on Z'ha'dum. The Shadows turned the island of Selini into their base and Drakh were assigned to build and maintain that base. With their customary efficiency, the Drakh expanded the base, excavating deep tunnels into the bedrock with Worm Crawlers. The mad emperor Cartagia fiddled while Centauri Prime began to rot from within, the Drakh ate away at the planet like a worm in an apple.

Then, Londo Mollari blew up the island of Selini, wiping out hundreds of Shadow vessels just as the Vorlon Planet Destroyer came into orbit. A few Drakh managed to survive, down in the deepest of their new tunnels. These Drakh were burned and radiation-scarred by the blast, and did not survive very long, but they endured long enough to re-contact the Entire and summon more of their kind. Centauri Prime had been blessed by the Shadows as a new base, a new home. True, the Centauri had turned on the masters, burning them with nuclear fire, but children do sometimes lash out and hurt their parents. The Drakh would teach the blessed Centauri with patience, and they would teach them with pain.

2261

With the Shadows and Vorlons gone, the galaxy belonged to Sheridan and his cursed Rangers, with their shining *White Stars*, and to the hated Minbari. The encounter between the *ifrit* and Delenn's group showed the Drakh that they must be very careful, very cautious – they did not yet possess the powers of their vanished masters. While the *kala* clanfleet made its slow, stealthy way across the galaxy, they moved a handful of agents into position on Centauri Prime.

Their first action was to gain control of the Centauri regent using a Keeper. They also compromised key figures in the Centauri navy, the shipyards, and the traffic control authorities and sensor grids, in the state security department. Within a short time, the Drakh could slip vessels on and off Centauri Prime without being detected. The clanfleet arrived towards the end of 2261, by which time they were ready for phase two of their plan.



2262

Using the regent as a puppet, the Drakh instituted the construction of a new Centauri fleet. This fleet was of only moderate size, but it was crewed not by Centauri or Drakh, but by Shadow pilot pod devices. The fleet was constructed in secret; some sections were manufactured on board the clanfleets themselves, others were ordered as part of standard military activity, then diverted to the new, secret fleet.

Meanwhile, the Drakh expanded their holdings on Centauri Prime itself, building secret bases. As leverage over the Centauri, should it become necessary if the Drakh presence was revealed, they hid powerful fusion bombs all over the planet, virtually identical to the ones used by Sheridan on Z'ha'dum or the ones Mollari used on Selini. An unspoken desire for *revenge*, of course, was present in the Entire when this order was given.

The new Centauri fleet attacked shipping across the galaxy. These attacks were intended to destabilise the new alliance, but that was a secondary concern – the Drakh wanted to be found, wanted to be attacked. If the Centauri people were ever going to be true servants of the new darkness, if the Drakh were going to become the new Shadow, then they would have to be forged in blood and pain. The regent sent the Centauri defence force away and fire rained down from the sky.

In the midst of the Narn/Drazi offensive against the homeworld, the Drakh acquired another part of their great design: the soul of Londo Mollari. Londo Mollari had been identified long ago by Morden as having the potential to thrive in the midst of chaos and destruction. He was a being who was most alive when surviving the storms of circumstance. He held within his heart the spirit of the Shadows; the Drakh clustered around him like shadows around a candle. Furthermore, unlike the insane Cartagia and the ineffectual regent, Londo had charisma; he had the potential to be a great emperor, harkening back to the grand old days of the Republic. The Drakh *needed* him – and it took the threat of complete destruction to force Londo to give himself to them.

The Drakh Shiv'kala implanted a Keeper onto Londo Mollari in November of 2262 and it would never leave him until the day he died.

Londo ordered a period of isolation for the Centauri; they would turn their faces from the larger galaxy and focus on internal affairs. Over the next few years, external trade and travel would dwindle away to almost nothing, ensuring the Drakh would not be disturbed in their work. On his last trip offworld, he gave a jar to Sheridan and Delenn, as a coming-of-age present to their son David. This jar contained a dormant Keeper, also born of Shiv'kala.

2263-2270: Preparations

Londo was not the only agent chosen by the Drakh for their work on Centauri Prime; there were many others. Some served

the Drakh willingly, out of a desire for power or influence, or out of fear of the new secret masters of the world. Others were given Keepers or other symbiotes, to ensure their loyalty. Still others did not even know they served the Drakh – first among these was a stolid, unimaginative tool of a Centauri named Durla. He shared with Londo the desire to see the Centauri made strong once more, but he lacked Londo's spirit. In some ways, if Londo has something of the Shadows in his nature, Durla had something of the Drakh; he was brutish but considered himself subtle, incredibly patient while still being short-sighted, and easily manipulated by old injuries.

The Drakh propelled Durla to the post of Prime Minister with almost unseemly haste. They also used a Dreamweaver symbiote to plant ideas and plans in his mind. With the Drakh's unseen backing, Durla quickly became the most powerful individual on Centauri Prime after the Emperor himself. The one thing the Drakh had not counted on was Durla's love for a woman – specifically, Mariel, the beautiful former wife of Londo Mollari.

One pawn the Drakh did not use was Vir Cotto, Londo's aide. They left him untouched for two reasons. Firstly, as Ambassador to Babylon 5, Vir had too much contact with those who might recognise Drakh influence for what it was, like the Minbari or powerful telepaths like the Vorlon-touched Lyta Alexander. Secondly, through Londo's mind, the Drakh knew of the prophecy of Lady Morella. Vir was destined to become Emperor after Londo, and meddling with him might disrupt this useful fate.

In 2263, the Drakh attempted to assassinate Sheridan during a visit to Babylon 5. This attack was foiled by a Techno-Mage named Kane, who began to work with Ambassador Vir. This unlikely alliance would prove to be the downfall of the Drakh on Centauri Prime, and the whole Entire.

At the suggestion of Durla, Mariel was hired by the Centauri Office of Public Works as a spy. She went to Babylon 5, where she began an affair with Vir Cotto. This affair was a cover for her espionage activities and meant nothing to her.

Vir's association with the Techno-Mages continued, and they sent him to Centauri Prime to investigate the possibility that the Drakh were active there. Vir's investigations got him arrested and nearly killed, but he did recover evidence that brought the Techno-Mages, including Galen the Destroyer, to K0643 – X'ha'dum, the secret Shadow base containing the other Death Clouds and other doomsday weapons. They arrived too late to stop the *shan* from launching their attack on Earth, but the Techno-Mages were able to destroy the rest of the base.

As recompense for the indignities and injuries suffered by Vir, the Techno-Mages offered Vir a wish. He chose revenge on Mariel; the Techno-Mages enchanted her so she would fall in love with him, completely and utterly. Fourteen simple words and Vir became the centre of Mariel's universe. Later, Vir traded Mariel to Durla in a poker game – the unfortunate woman was told to spy on Durla for Vir and his Techno-Mage

allies. Thanks to the love spell, Mariel would have walked into a black hole if Vir asked her to; spying on the Prime Minister of the Centauri Republic, even marrying him and pretending to love him seemed like joyful tasks if Vir asked her to do so.

With the information gleaned from Mariel, and from other contacts, Vir began an underground resistance to the Drakh occupation. They began to sabotage Drakh facilities and bases. There were an increasing number of such bases on Centauri Prime, as the Drakh had begun to prepare a new military force. Their aim was to build a fleet capable of destroying the homeworlds of the other major races, such as Earth and Minbar.

2270-2275: The Years of Long Knives

In response to the underground's attacks, the Drakh tightened their control on the Centauri. They purged the government several times. Early in his career as Minister, Durla had created a cadre of young and ambitious followers, called the Prime Candidates, and he began to move these loyalists into positions of power. The centre of the new government was a massive custom-built structure in the heart of the capital city, overshadowing the Royal Palace. This building was unfortunately dubbed the 'Tower of Power'. This Tower was actually a Drakh base, a ground-based version of a Templeship, marking the fact that Centauri Prime had been blessed by the Shadows.

Durla even attempted to remove Londo from office in 2273. The Emperor's health was failing, through a combination of old age and alcohol (to keep even a shred of free will, Londo had taken to drinking enough to lull his Keeper symbiote into unconsciousness). With the help of his ward, Senna, daughter of Lord Refa, Londo was able to avoid Durla's plots, but the noose was closing.

The Drakh's plans continued. More and more of the Centauri believed that they were being oppressed and mistreated by the other races, that the punitive damages demanded in the wake of the last war were utterly unreasonable. The desire for revenge now burned in the minds of the Centauri, and the Drakh intended to fan that fire. The new fleet continued to take shape. These vessels were vastly more advanced than any previous Centauri design; they incorporated Drakh technology, making them a match for any other ship in the galaxy. To crew these ships, Durla and his followers trained a new generation of Centauri officers and pilots, all of whom were dedicated to the dream of empire.

Despite the best efforts of the Drakh, they could not keep the existence of so vast a fleet entirely secret. Londo discovered the truth, but he was bound by his Keeper and could not act. The Interstellar Alliance, too, began to suspect that the Centauri were plotting something new.

G'kar was sent to Centauri Prime, in the hopes of learning more and of possibly rescuing Londo from whatever

darkness was hanging over him. G'kar was captured soon after arrival, when he stopped an assassin from shooting Durla, but was then accused of being the assassin. The Narn was thrown into the same dungeon he had occupied when he was imprisoned by Cartagia.

The Great Houses of the Centauri Republic began to object to Durla's trampling of their ancient rights and privileges, but the Prime Minister now had too much influence to be stopped. After ten years, the Drakh had rebuilt the power structure on Centauri Prime so completely that all the old rules no longer applied; in essence, absolute power was now held by the Prime Minister.

2275-2278: The Drakh War

David Sheridan came of age and was given the jar left for him by Londo. The Keeper emerged and bonded with him. David escaped his home on Minbar with the symbiote's aid and fled to Centauri Prime; his parents followed him in the hopes of rescuing their son, but were soon captured and imprisoned.

With the Interstellar Alliance nearly decapitated – Sheridan, Delenn and G'kar were now all in the dungeons of the Royal Palace – the Drakh could move. The new fleet launched, heading for the homeworlds of the Humans, Minbari, Narn, with the League races and other key worlds as secondary targets. While the combined forces of the various Alliance member states were larger than the new Centauri fleet, the Centauri had the element of surprise, and more importantly, there was no Sheridan to unite the races and co-ordinate the defence.

Before the order to attack could be given, Vir's plans went into motion. Aided by the Techno-Mages, Vir's agents blew up the Tower of Power on Centauri Prime. Drakh bodies rained into the streets amid the rubble of the ruined temple. Durla went mad when confronted with evidence that his plans and dreams for Centauri Prime had actually been created and orchestrated by aliens; he killed several of his ministers and aides before being pushed to his death by his wife, Mariel.

Due to the new power structure engineered by the Drakh, the fleet would not attack its targets without authorisation from the Prime Minister – but the Emperor himself could override such orders. The Drakh Shiv'kala confronted Londo and demanded that he give the orders to burn Earth and Minbar and all the other worlds. If he refused, Centauri Prime would burn instead. The Drakh had planted fusion bombs years before and they would detonate them if necessary.

In 15 years of occupation, none of these supposed bombs had ever been accidentally dug up. None of them had ever been seen, and even if they did exist, Vir's network of agents, spies and saboteurs must have surely disabled them. Mollari, the inveterate gambler, called the Drakh's bluff. He refused.

'After all this time,' whispered Shiv'kala, 'how little you know us.'

The bombs were planted deep in Centauri Prime's crust, beyond the reach of any conventional sensor. The Techno-Mages could have found them, perhaps, if they had known what to look for, but the Drakh have been hiding for tens of thousands of years. They knew how to conceal their tracks.

Centauri Prime burned. Shiv'kala detonated only a fraction of the bombs – not enough to wipe out all life on the planet, but enough to set the capital city on fire and to kill millions. Still, the moment had passed; the element of surprise was lost. The Drakh still wanted revenge on Sheridan and Delenn, the hated enemies who had sent the Shadows away, but Londo was able to rob the Drakh of even that triumph. He confronted Delenn and Sheridan, showed them the destruction of Centauri Prime, and told them that it was their fault. All the venom and hate of the Drakh Entire flowed through him – although Sheridan was oblivious to much of this, as he was unstuck in time at that juncture, flickering between Centauri Prime and the time warp on Babylon 4 (see *War Without End*).

Then, for the very last time, Londo Mollari got very, very drunk. His Keeper fell asleep and he was able to free Delenn and Sheridan from the dungeons. His aides sent them back to Minbar, along with their son David, who was still under a Keeper's control, but who was drugged to keep him from trying to escape. To prevent the Drakh from discovering what he had done, Londo summoned G'kar from the dungeons and had his old friend strangle him. The Keeper awoke, desperate and terrified, and made Londo kill G'kar at the same time.

He was there in the beginning, at the dawn of the Third Age of Mankind. He died giving birth to a new age for the Centauri, as with Londo's death, Vir was able to claim the title of Emperor.

2278: If Vir Can Be Emperor, A Small Earth Cat Can Be Emperor

Vir fled to Minbar in the confusion after Londo's death, to avoid Drakh assassins and to consolidate his power base. The Great Houses had long chafed under Durla's rule and were willing to rally around the hero who had destroyed the Prime Minister and the alien invaders. The new fleet was commanded by officers who were loyal not to the Houses, but to the Emperor and the Prime Minister, so they too joined Vir's new government. Finally, and most influentially of all, Vir had the endorsement of the Techno-Mages. Not since the earliest days of the Republic had the Techno-Mages given their blessing to an emperor, so Vir took the throne with incredibly popular acclamation. His revolutionary conspiracy, the Legions of Fire, were ready to take positions of power, replacing Durla's lackeys. With the aid of the Techno-Mages and the secret police put in place by Durla, Vir began another purge of Centauri Prime, this one aimed at removing all Drakh influence from the Republic.

Dr Franklin examined the still-drugged David Sheridan and his Keeper on Minbar and discovered the existence of the telepathic

link between the symbiote and the Drakh who spawned it. Vir bargained with the shunned Drakh Shiv'kala to locate the particular Drakh who was linked to David's Keeper. Shiv'kala admitted that he himself was the Keeper's master – so Michael Garibaldi popped out of a closet and blasted the architect of so much misery. As Shiv'kala died, the Keeper also withered, freeing David from its malign influence.

The new fleet designed and built by the Drakh turned on them. In one of the early engagements in 2279, the retreating *kala* clanfleet was located and attacked. Their clanships were crippled and unable to escape. ISA telepaths scanned Drakh prisoners, forcing the location of other Drakh bases and operations from them. The First Drakh War lasted from 2278 until 2280, as the Alliance hunted down and destroyed Drakh across the galaxy. The surviving Drakh fled known space, heading for the dead worlds on the Rim.

With this last threat to the new Alliance's stability destroyed, and with his life ebbing, President Sheridan finally stepped down in 2279. He spent his last few months retraining the Rangers. Since the mid-2260s, the Rangers had acted as a police force and peacekeepers for the new Alliance. Now, it was time for them to return to their original purpose, ordained by Valen a thousand years ago – to be the watchmen on the borders of known space, watching for the rising darkness.

Legions of Fire

The Drakh occupation of Centauri Prime is by far the largest and most dangerous of the different plots. They take over the entire planet's government, influencing everything from the highest echelons of power to the lowliest security force. During their 20 year occupation, the Drakh work ceaselessly, constructing vast hidden bases and strongholds. They conduct hideous experiments on Centauri prisoners, use the Republic's expansion as cover to investigate ancient tombs and weapons depots, and build the largest fleet seen in the galaxy since Coriana 6. Tens of thousands of Drakh are lurking in the shadows on Centauri Prime and they have hundreds of ships hiding in the darkness of Centauri space. They utterly control the most powerful leaders and they can destroy the whole planet on a whim.

Up against that enemy is noted buffoon Vir Cotto, a few inexperienced Techno-Mages, and a loose network of poets, clerks, criminals, penniless nobles and other wastrels too insignificant to be noticed by the Drakh. These are Vir's Legions of Fire. Characters on Centauri Prime who discover the Drakh presence will likely be recruited into the Legions of Fire, no matter what their skills are – Vir needs every bit of help he can get. Adventures on occupied Centauri Prime will centre around sabotaging and spying on the Drakh, while trying to work out which of your friends you can trust and which of them have Keepers hanging around their necks...

The Drakh War

The war of 2278 is similar to the hunt for the *shan* Drakh after the attack on Earth in 2266, but on a much larger scale. Characters across the galaxy will be affected by this epic conflict, as the Interstellar Alliance's forces attempt to grapple with a virtually invisible foe. The Drakh have no worlds to attack, no borders to defend. They work in secret, striking without warning. Anyone, from the captain of a *Victory* or *Warlock* to the cook on board some tramp freighter or a lurker on Freedom Station could end up being the deciding factor in this war.

Drakh of the Centauri Republic — Shiv'kala

The Emissary Shiv'kala fancies himself to be a student of the darkness, a sculptor of races. It was he who argued that the Drakh should return to Centauri Prime after the Abandonment, and that they should attempt to guide and aid Londo Mollari's ascension to Emperor instead of killing him and replacing him with a more pliable servant. In his secret heart, Shiv'kala believes himself to be the spiritual heir of the Shadows and Morden. When forced, he relies on his Keepers and other weapons to enforce his will.

He speaks in a throaty whisper; he is always waiting in the darkness, listening and watching. During their long association, Londo learned to read Shiv'kala's moods and movements, whereas Londo was always something of a divine mystery to the Drakh.

5th Level Drakh Diplomat/5th level Voice of the Shadow

Hit Points: 17

Initiative: +1

Speed: 30 ft.

DV: 16 (+5 class, +1 Dex)

Attacks: +7 close combat or +6 ranged

Special Qualities: Improved Diplomacy, Improved Dreamweavers, Improved Keepers, Improved Pressure (Centauri Political, Centauri Social), Spies and Secret Ways, Strong Influence, Sympathy (Centauri), Voice of the Shadow

Saves: Fort +6, Ref +5, Will +8

Abilities: Str 14, Dex 12, Con 14, Int 15, Wis 11, Cha 17

Skills: Bluff +11 (13 vs. Centauri), Concentration +12, Diplomacy +15 (+17 vs. Centauri), Intimidate +11 (+13 vs. Centauri), Intrigue +11, Knowledge (Centauri Local) +10, Linguistics +6, Notice +5, Sense Motive +10 (+12 vs. Centauri), Subterfuge +9, Stealth +15 (23 in darkness), Telepathy +13.

Feats: Alertness, Alien Empathy (Centauri), Contact, Fluency (Centauri), Hobby (subterfuge), Improved Symbiote Telepathy, Silent Tread

Influence: Centauri Economic +10, Centauri Military +10, Centauri Political +40, Centauri Social +20, Drakh Political +30, Drakh Social +20,

Biotech: Dreamweaver, Keeper, Shadow Weave Augmentation, Speech Implant

BEYOND KNOWN SPACE

The Drakh are active in other places, beyond the major governments of the Interstellar Alliance. They can be encountered almost anywhere, from a busy market-place on a core world to the heart of some alien labyrinth that seems to have gone undisturbed for millions of years.

The Rim

The four major surviving clans – *shan*, *ifrit*, *kala*, *kyne* – are each focusing on one of the major races; respectively, the Humans, Minbari, Centauri and Narn. The other Drakh clans are still hiding out on the Rim. The *dacu* have their little empire out in the cold wastes of deep space, while the *rohr* and other minor clans stand ready to assist the Entire's plans one way or another.

Many Drakh have continued to maintain and watch over the Shadows bases, even after the Abandonment. The Drakh were selected for loyalty and dedication, so they will continue to toil away in abandoned, empty fortresses of the Shadows until the suns go dark. As Humanity and the other races expand more and more into space once under the control of the Shadows, they will encounter more and more Drakh custodians and guards, who are none too happy about their holy sites being disturbed by the hated invaders.

Other Drakh ships search the galaxy for weapons to use against their foes. In black parodies of the *Excalibur's* mission of mercy, these Drakh hunt for more plagues and doomsday devices with which to doom the galaxy. Others work to sabotage the efforts of the other races to grow and develop.

The Techno-Mages

The Techno-Mages fled the galaxy to ensure they could not be used as weapons by the Shadows who created them. Now, with the Shadows gone, a few of the Techno-Mages have returned to known space. Part of their mission is to redeem the order by using the powers of chaos in the service of order, by fighting the other legacies of the Shadows, but they also seek the knowledge of how to replicate the tech – and only the Drakh hold that secret. These returned Techno-Mages see the Drakh as their primary foes, but the Drakh also hold the allure of the tech, so the mages are conflicted in their approach (and a conflicted Techno-Mage is even more vulnerable to the siren song of chaos).

Techno-Mages aided both the *Excalibur's* hunt for a cure to the Drakh plague, and Vir's battles against the occupiers of Centauri Prime. It is likely, therefore, that Techno-Mages will also aid the Minbari and Narn in their struggles with the other Drakh plots. The Techno-Mages may have great power, but the Drakh know the tech better than the mages themselves.

GAMES MASTERING

The Drakh are a uniquely useful race to the Babylon 5 games master – they are as close to a completely *evil* race as the B5 setting gets. They engage in Byzantine plots involving doomsday devices and massive atrocities out of a desire for revenge. Unlike the Shadows, who are so incredibly powerful and incomprehensible that player characters can only hope to survive, let alone thwart their plans, in the rarest of circumstances, the Drakh are... manageable. They are fanatical, intelligent, cunning, patient, evil, technologically advanced, true, but they are on the same level as the player character races. They can be defeated; their evil plans for revenge can be stopped.

The schemes of the Drakh are so wide-ranging and so varied that they can be dropped in as antagonists in any sort of campaign. If your player characters are EarthForce officers, then they can battle Drakh cruisers and carriers in deep space. Centauri agents can investigate the Drakh occupation of their homeworld. A Narn military unit might run into a hidden Drakh force, who are excavating the ruins of the ancient Shadow base destroyed a thousand years ago by G'Quan and the last of the Mindwalkers. IPX archaeologists? The Drakh live out on the Rim and have their own interest in the technology of the ancient Human telepaths? The Drakh were involved in the darker elements of Psi Corps research. Rangers? The major task of the Rangers after the Shadow War is dealing with the malice and sabotage caused by the Drakh. Even lurkers in Babylon 5's Downbelow could run into Drakh assassins or spies. The Drakh are everywhere, a multi-purpose source of evil for your Babylon 5 campaign. Their motivation is revenge, they have Shadowtech plot devices and all sort of biotech nastiness to give the players a scare, and they make a very, very satisfying thump when they hit the ground.

Of course, things are never that simple.

Roleplaying the Drakh

Are the Centauri a race of drunken, foppish wastrels who enslaved and brutalised half the galaxy, or are they a noble yet declining people with a wealth of culture and traditions? Are the Narn a species of brutes and religious fanatics who want to conquer the whole galaxy, or are they a spiritual race still wounded by their enslavement by the Centauri? Are the Minbari the peaceful philosophers and allies of the Vorlons, the bulwark against the darkness, or are they a race of implacable monsters who nearly wiped out Humanity over an attack that they provoked through their own arrogance? For that matter, is Humanity the last, best hope for peace and understanding in

the galaxy, or a species of greedy, xenophobic monsters who fear and break what they do not understand?

Are the Vorlons teachers and guides, or are they trying to keep us held back from our full potential? Are the Shadows a tide of horror and chaos that rises every thousand years, or are they trying to ensure that every race has an equal chance to thrive and reach the exalted heights of the First Ones?

Are the Drakh nothing more than the shadow of a Shadow?

When roleplaying the Drakh, it is important to keep the different aspects of the race in mind.

The other races perceive the Drakh as monsters, as alien horrors and servants of the Shadows. They think the Drakh want revenge on Humanity and all the other races for driving the Shadows away; that they operate purely out of malice and hate.

The Drakh themselves believe that they are the heirs to the Shadows, continuing the ancient work begun by the First Ones. They are trying to guide the younger races towards their eventual destiny. It is possible, just possible, that Lorien was right, and the Shadows and Vorlons had become too hidebound and had lost their way, becoming more concerned with proving chaos to be superior to order or vice versa than guiding the younger races – but that does not mean the original task of the two shepherd races was unnecessary. The younger races do need guardians and teachers, the galaxy does need something like the Shadows and Vorlons. Perhaps, in a million years, Humanity will be like the Vorlons – if so, then in a million years, the Drakh will be the new Shadows.

In short, the Drakh believe that they are doing good, that they are staying faithful to the commands of the Shadows. They are believers in the cause of chaos. Their desire for revenge on Sheridan and Delenn in particular, and Humanity and Minbari in general, is very real, and the Drakh would like to utterly destroy both species, but when dealing with the Centauri or any other race, then the Drakh do wholeheartedly believe that they are doing the right thing. They believe they are doing the right thing even when they rain down plagues, when they build death camps and conduct ghastly surgical experiments, or when they start wars that end up killing billions.

No matter how much the Drakh want to believe they are the Shadows' heirs, there is another facet to the Drakh, one they either do not see or cannot acknowledge themselves. Londo saw it, though. The Drakh are deluding themselves – they do not have the subtlety or reach of the Shadows. The Drakh cannot

innovate, cannot adapt. They have not grown as a species in millennia – everything they have learned, they learned from the Shadows. Everything they do, they do either in reaction to another races' actions, or by following the teachings left by the Shadows. When forced to think for themselves, the Drakh usually react by lashing out and destroying the source of confusion. The Drakh are blind to their own considerable shortcomings as a species.

The Drakh are a child race, still clinging to the apron-strings of their parents. When the Shadows leave, the Drakh form what amounts to a cargo cult – if we act like the Shadows, then maybe the Shadows will come back. We miss them. The Drakh veneration of Shadow technology and relics is not religion or a respect for tradition; it is more like Norman Bates keeping the corpse of his mother around (in the movie *Psycho*).

So, when roleplaying the Drakh, try to keep these three layers of their personality in mind, revealing them over time.

- 5 First Layer – Drakh as evil monsters, spreading death and terror across the galaxy
- 5 Second Layer – Drakh as the heirs of chaos, a whole race of Mordens
- 5 Third Layer – Drakh as desperate, pathetic and lost children.

Other Drakh Traits

Throughout the *Babylon 5* series, we see the Drakh lurking in the shadows. They act like overgrown cockroaches, scurrying away from the light to hide in the darkness. Play this up in your games; the characters should only encounter the Drakh in dimly-lit areas. Remember the Drakh racial bonus to Stealth and their range of implants and abilities that boost their ability to hide. Make the characters fear the shadows. Every dark place should threaten the presence of a host of monsters.

The Drakh are uncomfortable with speech at first, but soon learn to communicate with other creatures. Compare the Drakh seen in *Lines of Communication*, with his twisted, alien body language and hesitant translated speech, to the smooth whispers of Shiv'kala on Centauri Prime. Once the Drakh attach themselves to a character or race, they quickly become that victim's shadow, following them and learning from them.

The Drakh always work through others when possible. Puppet governors, remote-controlled war fleets, slave labour to open up Shadow bases, Keeper-controlled spies, symbiote assassins; everything the Drakh do is from a distance.

They never show their hand directly if they can avoid it. This strategy can backfire, as seen at the end of their occupation on Centauri Prime – if their tools turn on them,

Before the Abandonment

'The Shadows gave the orders, but they weren't the ones who pulled the triggers.'

–John Sheridan

Much of the advice in this section focuses on the Drakh after the Shadows leave – but what about campaigns set before 2261, when the First Ones were still around? Most of the advice given still applies; even when the Shadows were asleep, the Drakh were busily conspiring and plotting against the other races. Their aims were to gather information and leverage, not revenge and control, but the same advice applies in most cases.

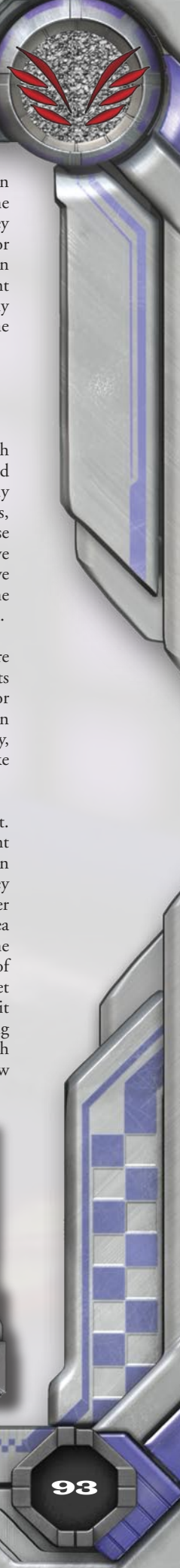
The great virtue of the pre-2261 Drakh is that they give the characters a Shadowy foe that can reasonably be defeated. Putting the player characters up against an actual Shadow will either result in the player characters getting slaughtered, or the players being disappointed when the Shadows are not as incredibly cool and deadly as they want them to be. Put them up against Drakh custodians of a Shadow base, however, and you can have fire fights and combat scenes without automatically killing the characters or diminishing the Shadows' grandeur. The Drakh make great cannon fodder.

the Drakh find themselves exposed and vulnerable. Breaking the Drakh's means of control is usually a better approach than attacking the tool or the Drakh directly.

Voices from the Shadows

The Shadows were seductive, offering characters what they wanted. The Drakh are not as subtle. Their idea of forcing Londo to join them willingly involved planting nuclear bombs all over Centauri Prime, then saying 'you don't *have* to join us, Londo, you can choose freely... but we will blow up your planet if you choose the wrong way. Total free will, but say yes or we nuke you.' The Drakh control their tools through fear and pain, as well as through deceit.

When the characters run into the Drakh then you can be cruel. Attack their loved ones. Give them utterly horrible choices ('reveal the location of the secret Ranger training base or we blow up this shuttle full of orphans') and hit below the belt. Remember the Drakh's eerie ability to empathise with other races, to appreciate their uniqueness and special virtues; then have the Drakh attack those virtues. Home in on whatever the characters value most and have the Drakh threaten that. If a trader really loves his ship, then have



the Drakh plant a bomb on it. If a diplomat is most proud of his reputation as a peacemaker, then have the Drakh force him to negotiate a peace settlement when one side (the side being secretly controlled by the Drakh) is obviously at fault, and is only using the settlement as a chance to rebuild and rearm. If a Ranger is defined by his oath to the One, then have the Drakh use a dreamweaver to convince the characters that the One is actually working for the Shadows.

The players should always have a chance to rescue whatever the Drakh are threatening, though it may be at great cost. Londo, for example, sees Centauri Prime freed from Drakh control before he dies and arranges for Sheridan and Delenn to be freed. He beats the Drakh, but it does cost him his life, forces him to succumb to his greatest fear, and results in the deaths of millions. Similarly, a character might be able to save his love, or his child, or his reputation, or his homeworld or whatever the Drakh are threatening, but it might cost the character very dearly indeed. The Drakh are nasty enough bad guys to ensure there are no easy answers.

BUILDING A DRAKH PLOT

So, if the Drakh always work from the shadows and never reveal themselves, how do you include them in your games?

The Drakh Always Have A Plan

The Drakh are cunning and patient. They do nothing without considering it first. On Centauri Prime, for example, the Drakh's ultimate aim was 'have the Centauri build a fleet capable of wiping out the other races.' They began by taking control of the regent and having him start a war that led to the Centauri becoming isolated from the galactic community. They then took control of both Londo and Prime Minister Durla, and had the two of them move the Centauri people into a mindset where they wanted revenge on the galaxy. Diverting a large proportion of the Centauri economy into an unprecedented military build-up was easy from there. The first step of any Drakh plot is deciding on an ultimate plan. Examples might be:

- ⑤ Recover the ancient Shadow doomsday device
- ⑤ Discredit the Interstellar Alliance by planting evidence of corruption and that it is all a conspiracy by the Minbari to take over the galaxy
- ⑤ Cutting a colony off from the rest of the galaxy, so the Drakh can use the colonists as subjects in hideous experiments in making a new plague
- ⑤ Manipulating two races so they start a war over a resource-rich planet
- ⑤ Sabotaging the construction of a new space station that will be used as a base for Ranger activities

Remember how patient the Drakh are, so think big when coming up with their plans. The Drakh want revenge on the whole galaxy and they want to become the new Shadows; they have *dozens* of schemes running simultaneously with either or both aims in mind. A cell of Drakh on one world might be in control of one scheme to overthrow the ISA, while a different cell on another world might be running a second, entirely different scheme. As long as one of the Drakh's plots works, the Entire will be satisfied.

Multiple Layers of Intrigue

Once you have selected the plot, you need to remove the Drakh from it as much as possible. They work through agents and tools, so find agents and tools for them. The Drakh normally begin by taking those who would not be missed – lurkers, servants, minor officials, the aged or infirm – and using these pawns to gather information about a society. Then, they move onto more senior leaders and commanders once they have learned to bypass security. It is important to work out how the Drakh managed to infiltrate the target without being detected.

The Games Master should also decide how the Drakh are controlling their pawns. They could use Keepers, or threats of blackmail. They could threaten horrific consequences for non-compliance, or infect the victim with a disease or poison to which only they have the cure. They could use telepathy, or sculpted dreams. They can even use mundane methods like bribery or offers of power.

Now, the pawn needs to start implementing the Drakh plot. From this point on, the Drakh should have as little involvement in the plot as possible and characters investigating the situation should not even suspect the Drakh are involved until they penetrate deep into the mystery. For example, a character investigating the Centauri military build-up would have no idea that the Drakh were involved for most of his investigation. The orders are coming from the Emperor's palace and the office of the Prime Minister; the actual construction is going on at secret Centauri military bases. Unless the characters actually make it into the Emperor's palace and encounter the Drakh watching over Mollari, or sneak into the shipyards to see the Drakh tech being used to upgrade the Centauri designs they will not know about the Drakh's involvement.



Investigation & Telepathy

A lot of *Babylon 5* scenarios revolve around investigation; finding out who is behind a particular plot or conspiracy. Under normal circumstances, the player characters investigate by:

- ⑤ Using Intrigue to gather rumours about mysterious events and to make connections.
- ⑤ Using Investigate to gather clues, possibly coupled with Stealth or Subterfuge to sneak into places, and with specialist skills like Computer Use, Technical or Knowledge to spot unusual clues.
- ⑤ Using Diplomacy and Sense Motive to wheedle secrets out of people.
- ⑤ Using Technical or Knowledge skills or calling on contacts to put together the information they have gathered.
- ⑤ Using Influence to accomplish any of the above if they lack the appropriate skills.

However, telepathic abilities threaten to short-circuit any investigative scenario. Working out a complex murder investigation where the characters have to weigh motive, means and opportunity for several non-player characters is a bit pointless if the Telepath character wanders in, scans everyone and points at the killer. True, it is not legal evidence, and might get a Human telepath in trouble with the Psi Corps, but a lot of adventures will take place in situations where neither of those are major problems for the characters.

To avoid telepathy ruining investigative scenarios, remember the following:

- ⑤ Telepathy requires close contact. Keep the information the characters need divided among several non-player characters. Try to keep them away from any adversaries who know the entire plot for as long as possible. If the telepath never meets the murderer, he cannot scan the murderer.
- ⑤ In most cultures, telepaths are distrusted or otherwise restricted.
- ⑤ Feeling guilty does not equal being guilty. Telepaths pick up on feelings, stray thoughts and images – all very subjective things. A non-player character might have wanted to kill the murder victim for some reason and a scanning telepath might interpret that desire as a memory of committing the actual murder.
- ⑤ The existence of telepaths is well known. Any conspiracy will take steps to deal with them – say, by having their own telepaths who can use Sense Telepathy and Jamming, or by ensuring that key conspirators never meet the telepath directly.
- ⑤ Keep the characters under pressure once they start relying on telepathy. Unless the player characters have a very strong telepath with them, they will not be able to Deep Scan

Doctor, Doctor, there's a Keeper on my shoulder

Keepers are very nasty bio-constructs indeed. Once one has merged with a character, there is absolutely no way to remove it except by killing the Drakh who incubated it (except perhaps plot-device Ancient medicine or telepathy). While the Games Master might be tempted to stick Keepers on the player characters – waking up and finding there is a big ugly psychic eye-monster growing out of your shoulder is a quintessentially B5 moment – doing so may effectively remove that character from play whenever the Drakh are around. Therefore, if a character does end up with a Keeper, then either give him the opportunity to remove it fairly quickly, or else make sure that he knows that it is a long-term plot that will not affect his character for some time.

Either treat the Keeper as an impending but not immediately dangerous doom, like a prophecy or Centauri death vision, or as an active antagonist that can be removed in the course of a single adventure or two. A character with an 'active' Keeper – one that is constraining or spying on his actions – is just not a viable long-term PC.

everyone they meet without accumulating a lot of nonlethal damage. Force the characters to keep their telepathy in reserve for emergencies.

Getting the characters involved

Obviously, the way to hook the characters into a mystery plot varies from group to group. A band of ISA Rangers could be ordered by Ranger One to investigate a colony that has stopped responding to transmissions, but the same hook will not work on a ship full of mercenaries and traders. However you hook the characters, you should keep them at least once removed from the Drakh's main pawn. If you think of the mystery as the layers of an onion, then the initial hook brings the characters to the outermost layer. They investigate the initial hook and that brings them to the second layer – the pawn's efforts to complete the Drakh's plot.

Investigating this second layer brings them to the pawn himself, and investigating the pawn eventually brings the characters face to face with the Drakh. Of course, all this assumes that the Drakh do nothing in the meantime.



Move and Countermove

While the Drakh do prefer to take a hands-off approach to running their schemes of galactic dominion, they do keep a close watch on their plots and react swiftly to any attempts by meddling characters to stop them. If the characters do get too close to the Drakh's schemes, then the Drakh might take any of the following approaches:

- ⑤ Using their pawns to deal with the characters. The madman with a Keeper around his neck tries to assassinate the characters, for example; the colony administrator has the characters blamed for sabotage and arrested.
- ⑤ Attempting to kill the characters themselves; Drakh Commandos armed with Slayer symbiotes and a few combat-oriented augmentations can make mincemeat out of most characters.
- ⑤ Attempting to mislead the characters by planting false information.
- ⑤ Attempting to convert one or more of the characters to their side; say, by trying to implant a Keeper on one character. This latter option is especially nasty, as it means that the player characters cannot trust one another.

Sample Investigations

Plot: Recover the ancient Shadow doomsday device

Initial Minions: IPX workers

Main Pawn: IPX Chief Archaeologist

Controlled By: Keeper

Pawn's Actions: Forcing the workers to work faster and taking risks so that the doomsday device is recovered as quickly as possible, and so that there are fewer survivors for the Drakh to mop up when the device is finally located.

Character Hook: A spate of accidents on the dig site.

Investigations: Questioning the workers; examining the accident scenes; exploring the ancient ruins.

Drakh Responses: Activating ancient Shadow defences; faking more accidents; having a controlled worker try to assassinate the characters.

Plot: Discredit the Interstellar Alliance by planting evidence of corruption and that it is all a conspiracy by the Minbari to take over the galaxy.

Initial Minions: Cleaners and technicians working in various regional political offices.

Main Pawn: ISN Reporter

Controlled By: Dreamweaver

Pawn's Actions: The pawn is unaware of the Drakh's involvement. He just gets tips from various leaks and sources inside EarthGov, pointing at a conspiracy. The dreamweaver fills in the gaps and points him in the right direction to 'uncover' the manufactured Minbari plot.

Character Hook: The journalist asks them to help him in his investigation.

Investigations: Interviewing politicians, digging into records, finding out that some of the journalist's contacts are lying to him and faking evidence, finding evidence of the dreamweaver.

Drakh Responses: Attacking the characters and framing the Minbari for the attacks; discrediting the characters in the eyes of the journalist; convincing some of the politicians that the characters are actually working for a hostile alien government and are threats to planetary security.

Plot: Cutting a colony off from the rest of the galaxy, so the Drakh can use the colonists as subjects in hideous experiments in making a new plague

Initial Minions: Explorers and the tougher, more independent members of the colony; communications system technicians.

Main Pawn: Religious leader of the colony.

Controlled By: Threats of destruction that if he does not comply, the Drakh will kill everyone instead of just taking a few test subjects.

Pawn's Actions: Keeping the colonists from asking too many questions or calling for help; keeping them calm as the Drakh pick them off one by one.

Character Hook: The religious leader's guilt grows so great that he allows one colonist to send a message offworld, asking the characters to come to the colony and find a missing child.

Investigations: Wandering around the planet, investigating the odd failures of the communications systems, investigating the disappearances and strange illnesses affecting the colonists.

Drakh Responses: Poisoning the characters; attacking the characters when they are out in the wilderness; abducting one of them and turning him into a living bomb; making the religious leader blame the characters for the situation and turning the colonists on him.

Plot: Manipulating two races so they start a war over a resource-rich planet.

Initial Minions: Initial surveyors; military commanders in the system.

Main Pawn: Politicians on both sides.

Controlled By: Greed and fear of the other side; the Drakh are pretending to ally with both sides.

Pawn's Actions: Pontificating and ranting on Babylon 5; preparing to attack.

Character Hook: The characters are sent in to rescue someone who is in the disputed system, and who would be at risk if a shooting war developed.

Investigations: Finding out that the supposed resources do not actually exist; spotting alien ships moving through the system; identifying which politicians are shouting the loudest for war.

Drakh Responses: Attacking the characters' ship; framing the characters so it looks like they are working for one side in the eyes of the other.

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The Roleplaying Game

Second Edition

The Drakh

The Drakh race served the Shadows for thousands of years, tending to their hidden fortresses and sleeping spacecraft, spying on the Shadows' enemies and aiding in the glorious divine plan of galactic chaos. Humanity, the Minbari and the cursed Interstellar Alliance drove them away.

And the Drakh want revenge.

Inside these pages, you will find the full history of the Drakh, from their first contact with the Shadows to the Drakh War. There are also details on Drakh characters, ships and technology and rules for using the Drakh as adversaries in games, including the malevolent race's designs for galactic apocalypse, from the occupation of Centauri Prime to the Drakh Plague.

The Drakh have ancient technologies far beyond the expertise of the Younger Races. They have weapons and tactics of unparalleled destructive capacity. But most importantly, they have a galaxy-spanning hatred...



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